

Mind's Eye Theatre

ANTAGONISTS





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Antagonists



Chapter One: Introduction

*Well I won't back down,
No, I won't back down,
You can stand me up at the gates of hell,
but I won't back down.*
—Tom Petty, "I Won't Back Down"

Every story worth reading, every movie worth watching and every play worth attending is built around some form of antagonist. In **Mind's Eye Theatre**, these adversaries are what make the game move forward and keep the conflict interesting. Although there can be brilliant roleplaying without any sort of conflict at all, most players turn to gaming for adventure and excitement. Both can be greatly enriched by the skillful employment of antagonists.

This book is designed for advanced roleplayers who wish to enrich their chronicles and one-night **Mind's Eye Theatre** games with fully fleshed-out antagonist characters. Though it provides much advice for Storytellers about how to construct a story around an antagonist, several other topics, which are of equal benefit to players, are also covered. Guidelines for creating antagonists may also be used for the development of non-Masquerade stories.

The Adversaries

Though geared for **The Masquerade**, the guidelines and character creation information for antagonists can easily be applied to other **Mind's Eye Theatre** games.

This book profiles both mortal and supernatural adversaries. The section on mortals includes information about hunters, the Society of Leopold, psychic gifts, Hedge Magic and True Faith as well as new Abilities and mortal Traits. The second half of the book covers supernatural foes, mummies, ghouls, families and the long-anticipated rules for creating and playing Sabbath characters.



Winning and Losing

In most games, antagonists will reveal themselves at some point within the first few hours. This marks a vital turning point, as it gives the players a focus for the rest of their exciting adventure. Part of the fun of the game is the tracking down of (or mystery-solving needed to discover) antagonists and the satisfaction that comes from successfully vanquishing them. However, it is not always necessary for the good guys to win. It is possible to run a successful chronicle in which the antagonists win, and the good guys must spend future episodes reversing the damage the villains caused, retrieving important objects they stole or simply seeking vengeance on their enemies.

What It Means To Be the Antagonist

I'm your worst nightmare.

— Sylvester Stallone, "Rambo III"

Responsibility of Playing An Antagonist

If you are lucky enough to be cast in the role of an antagonist, you could be in for the ride of your life! It will be your responsibility for the extent of the game (or your character's life) to actively oppose the group of characters considered to be the good guys. This doesn't mean that you must march up to their gates, challenge the guards and shout to the heavens that you're the bad guy. This is, of course, an option, but adversaries are often more effective when they act subtly.

A Word For Good Guys

You share the responsibility of making the bad guy a real opponent. You must endow that individual or group with all of the heinousness you can muster. If you are Sabbat and they are followers of the Path of Evil Revelations, they must disgust you completely or their destruction won't be any fun. The same goes for the Camarilla. If you don't invest the Sabbat with all of the vile anti-human acts and rumors you have heard and read about, their demise will only feel like a waste of time. If you don't abhor breakers of the Masquerade, their acts won't shock you and you won't really care if they live or die. The more you invest in your group's ideology, be it anarchy, Inconnu or what-have-you, the more fun you will have. It will also give you more to roleplay than just-out-for-myself manipulation and politics. Commit to being a good guy and let the action unfurl.

It is your responsibility to provide the opposition that makes the plot interesting. You must, however, keep in mind that the game is more than an opportunity for you to prove that you can deceive your friends and manipulate situations to your advantage. You should behave in a manner that keeps the story moving and builds tension for the other characters. The best players check in frequently with the Storyteller to make certain they are nudging the plot in a fruitful direction.

This doesn't mean that you don't have free will within the game or that you won't try your hardest to make the good guys fail, but rather that you must work with the Storyteller to maximize the potential for conflict within her plot. If you are the cleverer roleplayer and have tricked the others into believing that you, a Garou Theurge, are indeed the Tremere Justicar, more power to you! But please remember that the idea of the game is for all the players to have fun and for the game to be as satisfying as possible for everyone involved.

If you have had a rotten night at Rock-Paper-Scissors or are involved in a personal out-of-game conflict with another player, please have enough respect for your fellow players not to ruin their game by manipulating the rules out of spite. You must not let your personal distress affect your character. You are the antagonist and therefore responsible, at least in part, for the other players' enjoyment of the game.

Death of the Antagonist

Not every game has to end with the death and destruction of the bad guy, but often they do. If you are playing the antagonist, it is probably best to be aware from the beginning that your character might be destined for doom, and then set about making it a real challenge for the other players to activate that situation. Try to anticipate how they might get you and work to put a kink in their plans, or make it difficult for them to kill you *off right now* by offering to ally with them against a greater evil.

Finally, when you do go down, enjoy your death. If you happen to bite it during the game, make your death as spectacular and memorable as you can. Be creative, especially if the character was one that you were particularly attached to or that you played for more than one game.

Anyone's Game

Anyone can be an antagonist. All that is required is a willingness to take on a non-standard role and act as an adversary to another player or group of players. Opposition can take many forms; the options are limited only by the creativity of the players and Storyteller. It need not lead to obvious combat, nor must it be initially apparent that the antagonist is an adversary.



Some players enjoy being entirely on their own; others prefer to work as a team, with one or more allies. It is important for the Storyteller to keep in mind which types of alliances her players prefer in order to create successful antagonists. Those who don't work well with others will hardly enjoy being cast as part of a Sabbat pack, while players who work best in groups will have difficulty playing a lone hunter pitted against all the vampires of the city.

Suspicious

One of the charms of playing in an entirely Camarilla chronicle is that the political structure of the game leads to inherent distrust of all involved, even those who profess alliance. Open adversaries within one's own group, as well as outsiders and rivals, all provide a sense of competition and motivate other characters to utilize their strengths to survive. This kind of opposition can operate within any group, from the Sabbat to a squad of hunters. Keep in mind, however, that the game quickly ceases to be any fun at all if there are no genuine alliances to balance out the opposition.

Who's Fighting Whom?

Some obvious choices for antagonists include Camarilla against Sabbat, vampire against werewolf, "monster" against hunter, wraith against Spectre and demon against everyone. These options contain possibilities for

almost infinite variations, and the Storyteller is encouraged to utilize some unlikely antagonists when constructing stories and chronicles. For example, stories which pit vampire against ghoul, clan against elder, the Sabbat against the Bratovitches (or any other Sabbat ghoul family for that matter), Lupines against mummies, Lupines against Bratovitches, mummy against wraith or Clan Ventrue against the Grimaldi family can all be very exciting and full of surprises simply because they depart from the anticipated norm.

There are many possible levels of antagonists within a **Mind's Eye Theatre** setting. The anarchs could be gearing up to take out the prince of a city just as the Sabbat prepares to do the same. If the two cannot agree to cooperate, conflicts arise between all groups involved. The prince needs to fortify herself against both the anarchs and the Sabbat, while the anarchs and the Sabbat are both trying to outdo each other in their attempts to overthrow the prince. Who can get to her first? How successfully can one group subvert the other's interests and goals? Perhaps the prince is aware of both plots and is waiting for the anarchs and the Sabbat to sabotage each other before she makes her own move. Will her primogen support her, or will they secretly assist the anarchs in order to rid themselves of a domineering leader?

Storytellers need to use caution when employing these devices, however, or the story may become diluted. If players are overwhelmed by the number of their adversaries, they may lose their motivation and give up. The story then becomes more about killing enemies than about roleplaying. Antagonists are necessary to give the characters someone to roleplay with. They may possess vital information or hold the key to a mystery, or perhaps they simply provide a conflict of interest. Antagonists should not, however, dominate the story to the point where it shifts from characters venting frustrations within the context of the story to players venting frustration in real life because they just can't take it anymore.

Storyteller Hubris

Many Storytellers become so caught up in their creations that they make their plots too convoluted to unravel and their villains too powerful to overcome. It is not fair to pit the characters against something or someone so strong that they have no hope for success or no chance to escape from certain doom. This is not fun for the players and only serves to destroy group morale. Whatever the antagonist, there has to be a way for the characters to survive. Even if they don't, it is the responsibility of the Storyteller to provide such an option and to be absolutely fair and honest in her judgments.



Elements of Storytelling Horror

The World of Darkness is filled with the potential for supernatural horror. Shadows prey upon the corners, fill the alleyways and cloak the things that lurk in the periphery; what good remains withers and gasps in the clutches of encroaching evil. Vampires, werewolves and even more frightening creatures stalk the night, while mortals huddle terrified, teetering on the brink of violence. By accepting the reality of the World of Darkness in the game, we transport ourselves to a place where boredom and complacency are a rare exception, rather than the rule. We discover the monsters within us that must be let out to play occasionally. People who are attracted to the horror genre, especially experienced roleplayers, tend to become immune to the horrific elements of the World of Darkness. Although at first they may be fascinated by the unknown that runs through occult horror literature and films, the very elements which attract them to the genre are often lost when the game becomes a politics-ridden manipulation-fest. If Storytellers wish to instill horror in their chronicles effectively, there are a few basic things they should keep in mind.

Immediacy

The differences between table-top and *Mind's Eye Theatre* are evident not only in the mechanics of the game, but also in the level of involvement of the players. In each hour of a table-top game, there is a certain amount of down-time during which the player gets to make decisions and listen to the actions of the other players. In *Mind's Eye Theatre*, no such luxury is provided. Once you get into character, with the brief exception of those situations (such as complex challenges) in which a Narrator is necessary, you are in for the duration.

The real difference between the two styles lies with playability and immediacy. In a *Mind's Eye Theatre* game, if the character has a Blood Bond to a vampire who is not a player in the game, that immortal's role in and significance to the character's life is minimal; the relationship and its plots are not playable. If the character has a Derangement or Flaw involving terrible nightmares, it will not be playable unless the game will be taking place over more than one day or night and the Storyteller is willing to write some dreams for the character. It is extremely effective in table-top games, as are alliances with characters who are not players, but it does not work well for *Mind's Eye Theatre*. The immediacy of live-action calls for a greater care when planning character Backgrounds, Merits, Flaws and Derangements, as well as a



close attention to the timing of events, the introduction of characters, and the choices of plot and subplot elements. If these are not handled correctly, the characters will be unplayable or ineffective, the players will lose interest and the game will grind to a halt.

Mystery

People fear the unknown. The best way to generate excitement and tension within a chronicle is to present the characters with a frightening mystery. Only after the antagonist ceases to be a mystery does the horror and fear lessen for the characters. For example: a death occurs shortly after the outset of the game. This gives the players something for their characters to respond to. It is the Storyteller's responsibility to be sure each character has some connection to the newly-deceased.

As the game continues, more bodies turn up, each more terribly mutilated than the last. The characters are steered into a situation from which they cannot escape. The death toll may include them at any moment. The identity of the antagonist is unknown. Tension builds as the characters attempt to solve the mystery and discover the antagonist without becoming the next victim. The moment the bad guy is revealed, even if he was Satan himself, the horror and tension will inevitably decrease as the characters attempt to destroy, bargain with or make peace with their stalking enemy. The anticipation and fear of the unknown is far more nerve-wracking than a confrontation with a known enemy, no matter how bad the situation is.

Similarly, a plot might involve several Kindred who have begun to feel a mysterious fondness for the prince of their city. Regardless of their intentions, they find themselves doing his bidding more and more often and lavishing gifts upon him — gifts they can ill afford. They discover that their Herds have been poisoned with the prince's blood, effectively Blood Bonding them without their knowledge. The moment the source of the problem is revealed, the horrific tension lessens for the characters and the problem-solving begins.

As soon as the characters think they know what is happening, they begin to work out ways to eliminate the problem. Because they are now sure of where they stand and can begin to pool their efforts to find a solution, the element of horror diminishes. Keeping the situation hazy, revealing only bits of information at a time and playing on the characters' individual fears will aid you in your quest to create a horrifying story.

Fears

To enrich your story even further, discover the fears of each character and tie those fears in with the antagonist or the plot. Final Death is always a good one, but smaller fears such as losing progeny or loved ones, losing one's home or haven, having your comrades make fun of you or losing face in social situations are very playable and add greater depth to the story. Even giving the characters small fears in the form of Flaws or weaknesses can do wonders for the quality of the roleplaying if the players are willing to commit to what they are given. Even better, let them choose their own fears. Don't let them wimp out and choose something unplayable (like a fear of unwrapped chocolate bars) — that will not add anything to the game.

The Antagonist

The antagonist is one of the most reliable tools of horror. The opponent may be no more than a dark, hooded figure occasionally glimpsed in situations of stress, or may be hinted at in the characters' background information. Alternatively, he might be the sneering bully who always strives to best the character.

In order to create effective antagonists, the Storyteller must decide what type of story she wishes to run. A combat-oriented game would probably merit an antagonist who is a known rival; a mystery is most effective when the characters know little about their opponent. In a story of political intrigue, true antagonists may be mixed in with several red herrings. In a game set in a hostile environment where there is competition for resources, everyone might be opposed to everyone else. One group might possess a mysterious object which another group must procure — without damaging either it or the holder. Those around the holder are, of course, fair game. Whatever role the antagonist assumes, he or she must be an element of the unknown and a threat to the very lives of the other characters. Opponents can, in cooperation with the Storyteller, both intimidate and terrify the characters with little or no trouble, if used with discretion. Novels and films are good starting points for ideas on how to use antagonists most effectively.

Story Flow

Here is a reliable formula utilized again and again by filmmakers and novelists: create a situation in which one character appears to be the antagonist. After the next significant event, or when every character seems to think they know the solution to the problem, kill off a Narrator character or reveal a piece of information which throws a bug in the works and causes the characters to realize that



more is at work here than they'd thought. It is not necessary to clear the suspected character outright; just create doubt about his guilt. The next step is to allow the characters to draw their own conclusions, then stage an event or expose a final clue that informs them they were wrong yet again. Finally, reveal the true adversary. They are now aware of the truth of the matter and must solve the actual situation.

Going Too Far

Keep 'em guessing, but keep it simple. The quickest way to destroy a *Mind's Eye Theatre* story is to overburden the players with too much information and too many subplots. They cease to roleplay and begin slaughtering one another in order to survive. A simple plot on a realistic scale, enough subplots to motivate the characters and provide them with achievable goals, and an antagonist or two surrounded by mystery and power is far better than some grand, overblown epic that nobody understands.

Cheap Tricks

Try to avoid cheap tricks. These devices unintentionally deprive the players of a realistic, playable story. Actions such as magically raising a wall in the Umbra to trap the characters in the city and then setting into effect a spell to destroy all magical creatures will only cheat players; they will be left powerless to affect the outcome of the story.

Stories of such enormity that, in theory, should send the characters into paroxysms of fear, usually make them say, "Oh well. There's nothing we can do anyway." The players get frustrated and will be less inclined to commit to playing if the plot is too huge and confusing. A realistic alternative could be to shrink the scale of the destructive spell or create specific reasons why each character cannot flee from the city. Honor, progeny in trouble and Blood Bonds to others within the boundaries are all good choices. There are dozens of possibilities. You must provide a significant and playable reason for the characters to be forced to face the challenge of the antagonist.

Deux Ex Machina

Deux ex machina, on the other hand, are unbelievable fortuitous occurrences, such as the appearance of a ridiculously powerful being who rescues the characters from events they could not possibly survive on their own. These make players feel small and stupid. Repeated use of this device cheapens the characters' achievements, bores players and makes them reckless, and they will come to believe that no matter what foolish moves they make, they'll be rescued in the end by another Storyteller-controlled wonder-character.

Functions of Non-Player Characters

...but I'm just along for the ride...

— Neil Gaiman, *The Books of Magic*

What is a Narrator Character?

In *Mind's Eye Theatre* games there are two kinds of players: those who know what's going on (Narrators) and those who don't (the players). Those who are actively trying to solve the problems presented by the story are the player characters. Narrators are in on the story and work with the Storyteller (by playing Narrator characters) to heighten the tension and keep the story flowing for the players.

Playing a Narrator character can be great fun, and everyone should try it at least once. If you are playing the antagonist, the Storyteller has probably shredded the rules to make you the perfect villain. Opportunities to play custom characters can be few and far between, so take 'em while you can.

Storytellers don't need to worry about the rules when making Narrator characters. Create what your story needs, have logical explanations ready to mollify disgruntled players and make sure the players have at least one feasible way to overcome the antagonist. If everything seems in order, there is a way for them to win and you are fair in your judgments, they won't care if the opponent is Beelzebub himself.

Narrator character antagonists can be an enormous aid to the Storyteller. They can appear at the Storyteller's discretion and can modify their actions to follow whatever route the characters choose (which will probably have nothing to do with what the Storyteller originally planned). The game might not be as scary or surprising to a Narrator antagonist, but it is certainly a challenging role well worth the extra effort involved. Not only will the Narrator player usually get to handle a very powerful individual or group (the players can't have it too easy), but portraying the adversary as a unique individual will enable the villain to be a more effective element in the story, and this will help to bring home the horror of the game to the other characters.

In *The Masquerade*, Narrator characters are divided into three main categories: antagonists, minor characters (also known as Those Who are About to Die) and messengers.



Narrator Antagonists

The antagonist category covers all kinds of bad guys, from elders to Lupines to hunters. The best antagonist Narrator characters are created to interact as if they were player characters, but are in on the story and work in conjunction with the Storyteller to keep the plot moving, disseminate information (or misinformation) and raise the tension level of the story.

The character is an antagonist, but the player portraying the Narrator character, because she knows the story and has a very firm and clear knowledge of what needs to happen, is allowed to take actions independent of Storyteller approval. The antagonist player must create her character with the understanding that she is probably destined to be destroyed, banished or otherwise eliminated by the end of the story in order that the player characters may achieve their objectives.

One very good reason to allow the antagonist Narrator to act as a player within the guidelines of the story is to give a player a chance to create and roleplay a very powerful character or to give one of your assistant Narrators a chance to play. Another is to hide the identity of the true antagonist, thus preventing the player characters from immediately taking steps to eliminate their foe.


Narrator antagonists may be very powerful and despicable characters who make only brief appearances, show off their awesome powers or deliver instructions to the players,

or they may be fully integrated into the mainstream of the story—often masquerading as less powerful characters and pretending to be as mystified as everyone else.

Another advantage to having an antagonist played by a Narrator is the greater control of the story it gives the Storyteller. Many times, a clever, well-intentioned story goes in an entirely different direction than the Storyteller planned and ends up in a disastrous, irredeemable situation. With the aid of a Narrator in a major role (such as the antagonist), these disasters can be prevented, allowing the characters to choose crazy options and to make absolutely illogical (and often quite effective) decisions that the Storyteller herself had never dreamed of.

Minor Characters

Minor characters work best when the players believe they are actually members of their group. The players, in other words, will not know that the minor character is a Narrator, but will operate as if she were. They will believe she is a regular player just like themselves. These minor characters are wonderful. You can kill them off without experiencing guilt for ruining the night for a player so early in the game. You can get them together with the main antagonist, and they can work out some sort of fight (which can be enacted challenge-free to smooth the event along) or plan conflicts they can build up without opposition.



These characters may be used to introduce the real villain or to drop an essential piece of information (perhaps the only piece of knowledge the characters need to solve the problem). A variation on this allows the minor character to die before imparting the entirety of the Big Clue, leaving a further mystery for the characters to solve.

Minor characters are great for friends who want to play but can't stay all night, or new players who are hesitant to just receive a character and then be thrown to the wolves, as it were.

Messengers

The messenger category of Narrator characters can provide some of the most memorable moments in an entire story, adding an element of humor as well as bringing information. One person may play all the messenger roles, serving as the animals the Nosferatu summon, a pizza delivery boy possessed by the demon to deliver a message of doom before dropping dead on the chantry porch, the prince's ghoul delivering a verdict and a host of other fabulous roles you need for only a moment or two.

Having someone else to absorb part of the work load can make Narrators much happier people, since they will be in constant demand no matter how much help they have. If someone is there to play the messengers, the Storyteller can tell him of the places he needs to cover and any messages she knows he will have to deliver, or she may allow him to do it entirely on his own, informing the players before they get into character that he will be the catch-all character guy and if you want to feed on the help at your haven, go see him.

Having minor characters and messengers also allows the antagonist to remain separate so that the players do not have to come out of character to ask the Storyteller if he is still Alzobar-Zhul or if he is now Guido the Giovanni leg-breaker.

Characters Who Should Only Be Played As Narrator Characters

Infernalists (followers of the Path of Evil Revelations), anyone of higher rank than archbishop in the Sabbat, seraphs of the Black Hand, characters who are going to be tortured or destroyed as an essential part of the plot, demons, monsters (like were-jaguars and other unusual breeds), vampire Methuselahs and Antediluvians and really powerful Garou or mages should almost always be Narrator characters. It is okay if characters die, but plots should never be *designed* in which a player character's death is the only way to solve the problem. (The one exception to this is the martyr story). Okay, we know you're gonna do it anyway, but remember — we warned you!

Infernalism

Few Sabbat members are infernalists, but since the sect places such powerful emphasis on gaining strength and being a potent warrior, some members are tempted to seek powers in destructive ways. Infernalists are always Narrator characters, in part because they have no real freedom. They are slaves to a demon who may destroy them at any moment. The player would often have no control over what his character does. Though the infernalists' awesome abilities may allow them to decimate Camarilla infidels with ease and speed, the price they pay is horrifically great.

When in live-action situations, many of the player's true abilities and desires show through. To crave ultimate power in exchange for the loss of one's soul is neither a healthy expression of personal darkness nor a chance for tremendous fun. It means accepting slavery and awaiting the moment when a terrifying destruction shreds your soul and burns your body alive. This is not what most **Masquerade** players seek, and it is not what the games seek to teach us. The World of Darkness is a vehicle for understanding and experiencing stories that encourage players to expose their fears and hunt for truth, regardless of where they may find it. Infernalists do not conform to these guidelines and are only included because they make swell antagonists. The idea is to defeat these horrors, not to embrace them.

Advanced Storytelling

Anything that can go wrong, will go wrong.

— Murphy's Law

Troubleshooting

It is certainly a truism that anything that can go wrong in a roleplaying game assuredly will, and **Mind's Eye Theatre** is far from the exception. At least in a table-top game, the Storyteller is not required to go farther than the next room to inform all of the players of the unforeseen turn of events. In **Mind's Eye Theatre**, she may have to make her way to the other side of a house, hotel or three-mile university campus.



Then there are the rules lawyers. Rules conflicts and misunderstandings have a way of drawing everyone out of character and into arguing. All of the rules in this book have been created to facilitate good roleplaying. The rules themselves are unimportant if all of the players are committed to genuinely portraying their characters and responding to situations as their character would, instead of how a superhuman or invincible version of themselves would.

Throughout the book, small sections have been added which explain some things that may, at first, seem to cause glitches. When in doubt, as a Storyteller, go with your first instincts and then deal with what's in the book. If there are certain things you don't want to bother with in your game, don't bother with them. Every player wants to have the best advantage they can, and in terms of Storytelling, their best advantage is a good story and a playable character, not an hour-long delay while an obscure rule is located.

This book is designed for advanced players, people who know the basic rules and can get themselves through a game without calling for help every 10 minutes. Many techniques you will find here are more complicated, because they facilitate roleplaying within very complex societies like the Sabbat and the Society of Leopold. Mortals can be used as player characters or as Narrator characters. Not every mortal in the game possesses Numina nor should they.

This book is full of unique abilities and situations that will all cause their own unique problems. If some of the Abilities take too long or seem too powerful, cut them down to suit your needs. Allow players to create their own Abilities if they want to. This book is a cookbook full of possible gaming recipes; feel free to change or substitute the ingredients in any combination you like. Feel equally free not to serve dishes you dislike. Relax and go with it.

Complications

The Numina for mortals may cause some complications — you simply cannot add magical and psychic powers to the game without some elbow work. If you have characters in your game with these Abilities, you will need a few more Narrators than usual. In the description of telekinesis, a suggestion is made to have a separate participant be in charge of the telekinetic character's "effects." Instead of acting as a player character, the "special effects person" acts as a Narrator by participating as a silent and "unseen" presence who causes the unexplainable to occur.

This means the players don't have to stop and say things out of character like "You all see that vase fall off the shelf." It is easy enough for the special effects person to drop an item card in pieces to the floor and say "Crash!" This gives the characters a situation to respond which includes more than simple descriptions. It is surprisingly easy to persuade friends into doing this sort of thing — especially if you let them go crazy with cheap theatrics or bribe them with promises of an awesome character in the next game.

Missing the Action

Things tend to happen in a hurry in a *Mind's Eye Theatre* game and sometimes important links or clues tend to go awry. For example, a player with a clairvoyant character may stop to go to the bathroom or get a little lost or disoriented in an unfamiliar setting and arrive on the scene just as the very situation she wished her character to perceive is drawing to a close. There are many ways to handle these kinds of incidents, all of which are at the Storyteller's discretion. It is recommended to have the clairvoyant individual go to the location and translate the player's travel time into the time it takes the character to achieve a successful trance. Another way is to have the Storyteller simply explain what the character sees if the situation is not being roleplayed.





Dealing With Reality: Notes About Player vs. Character

Most roleplayers are very imaginative human beings, deeply connected to their fantasy lives. Although some people do play roleplaying games because they enjoy manipulating rules and one-upping their friends and associates, the majority seem to play because they like to pretend.

Because so many people have lives that are virtually adventure-free, it is important to realize that your friends, gamer buddies and colleagues are placing in your hands their needs and desires to expand their own realms of experience.

As a Storyteller, be sure you are not treating one player differently than another. When players begin to feel the Storyteller has favorites or is particularly harsh on one individual, the game can be ruined for everyone. A certain amount of manipulation is required on the part of both the Storyteller and the players, but this should not be the focus of the game.

When playing *The Masquerade*, participants are forced to rely more on their own wits and charisma than on statistics. You cannot roll Manipulation + Etiquette to

see if you charm the prince. You either do or you don't. You must keep this reality aspect of *Mind's Eye Theatre* in mind because it is more difficult to distinguish between your rival (or worse, your ally) stabbing you in the back in character and your best friend stabbing you in the back in real life while playing his character.

It sometimes helps to clarify all of this at the game briefing when you have everyone assembled. A quick reminder that it is just a game and anything that happens is in character and has no bearing on our real lives is usually sufficient. Arrange for a particular room to be used as a time-out zone. Anyone who needs a reality check should go to that room, and anyone who is there will be assumed to not be in character. That sort of arrangement allows people who need a break to get one without disturbing those who want to stay in character all night.

The genre of Gothic horror is exceptional in that it allows players to face the darker aspects of themselves within the context of the game, as well as work through their fears of death and violence. In our increasingly violent society, we need to find ways to confront our own horrors while still in a safe environment. Roleplaying games can be therapeutic, but they are not therapy. Storytellers need to keep in mind that their responsibility includes handling players who take the game out of context.

Playing the Sabbat

Roleplaying creatures that survive off of other creatures' deaths, and who pass each night of their unives preparing for their own destruction through violent war or by the fangs of their elders, can be very disturbing to the psyches of the players. The Sabbat is essentially an organization founded upon fear. Among its premises is the looming threat of Gehenna, an armageddon in which they will be the major contenders. Each night, members of the Sabbat wake and wonder if they'll survive to see the next night. It is a reality that they might not. They are not complacent like so many Camarilla vampires. The Sabbat both celebrates itself and condemns itself every night. They have no Golconda for the vast majority; they do not seek a happy ending. Be sensitive to players who might have problems with this, and act accordingly.

Just as a *Mind's Eye Theatre* game can be thrilling and cathartic, it can also be unnerving and disturbing. It is the Storyteller's responsibility to push the players as far as they want to go and stop before it gets uncomfortable. If you sense that a player (not a character) is in an uncomfortable situation which they are not willing to explore, get them out of it as smoothly as you can. Nobody should be offended by a game. On the same note, players have to be responsible for themselves and know when to stop. Roleplaying the Sabbat is not for everyone, and not every Storyteller should run Sabbat stories. Think before you play.



Though most of us consciously know the difference between fantasy and reality, the human subconscious can't distinguish between what we imagine and what our real actions are. We remember everything the same way in the deepest parts of our minds. It's strange to think that our memories do not separate events like assassinating the Gangrel elder and brushing our teeth or going to work. Our imaginations are very important, as are the ways we nurture them and utilize our creativity. It's a very healthy thing to find the darkness or the light within and find ways to release it, but we can go overboard in our quest for excitement and fun. When you mess with someone's fantasy life, you mess with them for real, so think twice about what you do. After all, we may want to destroy our evil adversaries, but we don't want to destroy ourselves. Enough said!

A Final Word of Advice to Storytellers

Do not fear mistakes.

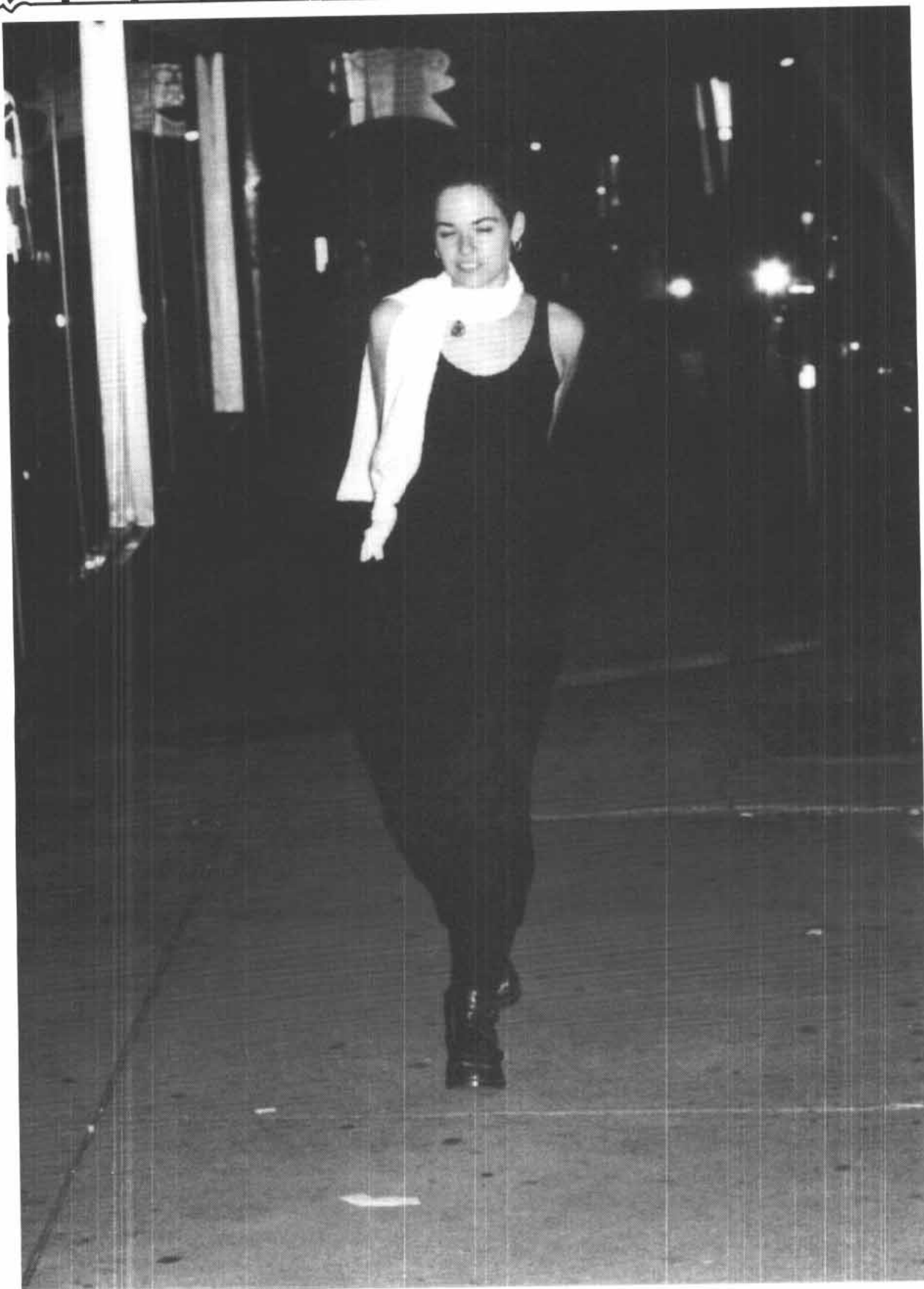
— Miles Davis

Players will never do what you want them to. They will not seek the clues in the manner you set up. They will ignore that amazingly obvious clue you laid out on the living room floor and wonder what's going on. It is your job and your responsibility to encourage them, nonetheless. If they try to gain Influences you believe are ridiculous, go

with it. They may surprise you. The players are looking to you to make up something that will give them a good time. If you thwart their efforts and force them into situations that are unrealistic for their particular characters or groups, or find excuses not to let them try some idea you may never in your wildest dreams have considered as a possible solution, they will know. And they will rebel. They will get angry, and they will stop roleplaying.

You, the Storyteller, are the most powerful person in the game. Your word is law, but if you abuse your privileged position, you will soon find yourself without any players. Find ways to encourage the players either by reissuing clues, letting their unexpected solutions be effective or using your antagonists to your best advantage. If the antagonists are not Narrator characters, pull them aside anyway and explain the situation. They know they are antagonists because you will have discussed this previously, and they will be willing to help you. Everyone wants to have fun, and everyone should. Keep your cool, no matter what. Don't give up, no matter what. The players are trusting you to resolve that 20-character combat with ease. Do it. Be fair, but don't let the players bully you. If they come to you to resolve a situation, they could be angry or upset or merely trying to manipulate the rules. Stick to your guns. Balance out when to say yes and when to say no, and the world of Storytelling will lay itself at your feet, as will all the players who had such an amazing time in your game.

Antagonists



Chapter Two: Daylight In Darkness

*Come, night, come Romeo, come thou day in night
for thou wilt lie upon the wings of night
whiter than new snow on a raven's back...*
— William Shakespeare, *Romeo and Juliet*

Mortals

Compared to vampires, werewolves, wraiths, mummies and various other powerful creatures of the World of Darkness, mortals may seem a dreary and helpless race, almost useless in the role of the antagonist. However, because they possess Numina or unusual Abilities solely characteristic of mortals, this is hardly the case. Mortals' vulnerability to death brings the horror of the game even closer to home, and as a result, their Numina are more greatly nurtured and treasured — these gifts, after all, may be their sole defense against the many potential dangers that confront them.

One thing all mortals have on their side is their humanity. Though it may be lost and regained in small quantities throughout the game (adding Derangements to the personality of the character), certain qualities, such as determination and a capacity for love, always remain constant for mortal characters.

Determination and Force of Will

Mortals do not have access to such fantastic Disciplines as Dominate, Presence or Fortitude, but the determination born of their considerably more dire situation in the World of Darkness can be just as useful. Mortals may use their Willpower Traits more liberally than other kinds of characters, and in addition, they have a second advantage: Humanity Traits.

Humanity

Mortals in the World of Darkness hardly live in a cushy environment, and this proves to work to their benefit. The Gothic-Punk world carries with it the implication that all beings created therein have a taint of darkness, that even the most pure are slightly corrupt. Werewolves find the Wyrms creeping into their hearts, vampires feel the Beast rising, wraiths wrestle with their Shadows, and mortals contend with fear. Supernatural creatures all have special powers that make them strong. The advantage mortals possess is their Humanity.

Humanity Traits:

Kind, Generous, Benevolent, Helpful, Giving, Chivalrous, Honorable, Loyal, Warm, Soft-Hearted, Fair, Humane, Charitable, Sympathetic, Empathetic, Liberal, Gracious, Merciful, Pious, Moral.

Arguably, many beasts in the World of Darkness can possess more Humanity than a mortal character. The difference, however, lies in the fact that no mortal, no matter how cruel, corrupt or deranged can permanently lose all of her Humanity.

Humanity Traits

Humanity Traits depict the positive qualities of the human condition. They represent the best characteristics that people may possess. Note: These Traits do not necessarily describe the character's Demeanor and do not have to be actively played. Just as a Tremere may not always want to show her "cunning" side, a mortal may choose to hide her "warm" side or her "giving" side. For example: a modern government assassin who seems hard and cold in his actions and thinking may have a soft spot for babies and small animals. Perhaps he lives with a dark secret — although he commits murder for a living, he keeps a house full of strays, helpless animals that he has rescued by various means over the years. This character may possess the Humanity Trait *Kind*, along with *Soft-Hearted*. Even the most heinous mortals still retain a shred of Humanity, whether or not it shows in their outward behavior.

The initial Humanity rating of the mortal character may be determined by the Storyteller or created at the standard of four initial Traits which can then be bought up by the player (see Hunter Character Creation for specifics).

Using Humanity

A mortal may spend her Humanity Traits to power certain Numina, to master and control her fear and to empower her love. To use Humanity Traits to power Numina, see the section on using Numina.

Fear

Fear is a very real, driving force in the life of a mortal. Every mortal falls into fear's deathly grip, whether they suffer a fear of death or loss, or a phobia of spiders, needles or firearms. Fear may not always be a handicap or burden; a healthy mix of fear and common sense has saved lives on countless occasions.

One must be careful not to confuse fear with cowardice. A cowardly individual is unwilling to face the object of his fears; rather, he avoids it at any cost. A fearful individual, on the other hand, is not so greatly inhibited that he cannot confront that which evokes the emotion; he will simply approach it with greater caution. By acknowledging the source of his anxiety, he learns to better handle his fear, and thus is able to continue on in spite of it.

Mastering Fear

To use Humanity to overcome fear, the mortal may choose to spend a Humanity Trait in the presence of the Storyteller to relieve herself of one natural, fear-oriented Derangement for the remainder of the night. This does not include fears generated by Disciplines such as Presence. This can, however, be used to battle fear-based Derangements, even if they were triggered by Disciplines — like Chimerstry. To roleplay this, the mortal must either confide in a trusted comrade by telling him about her Derangement and her struggle to overcome it, or do something appropriate to her Faith, such as confessing to a priest or meditating for half an hour. The Storyteller should not allow the player to spend the Trait until the character has performed some action along these lines.

Humanity Traits can be used whenever a character's "fight or flight" survival instinct would naturally be triggered. If the mortal's life is threatened, she may spend a Humanity Trait to add one extra number to the Trait that has been put to the test. If the mortal is in a Physical Challenge and only has five Physical Traits, he may spend a Humanity Trait to raise his total to six.

For example: Mercedes is attempting to feed from a mortal, Timothy. It's obvious that she intends to make an evening meal of him. She and Timothy test (Rock-Paper-Scissors), and Timothy wins. Mercedes immediately overbids, guessing that she can double Timothy in Physical traits. Mercedes has 11, while Timothy (drunk from an evening of revelry) has only five left. However, Timothy (fearing for his life) spends a Humanity Trait, raising his bid to six for this round and shaking off Mercedes' control.

Using Humanity should be fun. Rather than treating Humanity Traits as simply a set of rules to help out mortals, players should roleplay these aspects of the character's Humanity as much as possible.

The Unlimited Capacity to Love

Mortals may be wholly devoted to someone or something they love. Unlike vampires, who ultimately love themselves beyond all else, mortals can become caught up in their emotions and may willingly sacrifice everything they have, including their lives, for that which they love. This boundless capacity for love may at times allow them to increase their Trait pools by two or more, depending on the situation.



Knowing No Bounds

By prearrangement with the Storyteller, if the mortal character wishes to have that person or thing she loves beyond all else (the Derangement Obsession often accompanies this), her Humanity can serve her in one final way. Should the object of her love be endangered, the mortal may spend multiple Humanity Traits to add to her bid. This works exactly as described above for the case when a character's life is endangered. The only difference is that the character may use two or more Traits, instead of only one.

Alternately, a Humanity Trait can be used in place of a regular Trait during a mortal's initial bid if his loved one is at risk. This is especially helpful when a character no longer has an appropriate Trait to bid, but must persevere nonetheless. A Humanity Trait used in this fashion is gone regardless of the outcome of the challenge.

For example: Scott's twin brother, Sam, has been Embraced by Clan Nosferatu, and Scott and Sam haven't seen each other at all over the 30 years that have passed since this occurred. They accidentally meet, and Sam tries to persuade his brother to allow him to Embrace him. Scott is reluctant, and Sam engages him in a Social Challenge to convince him to accept the Embrace.

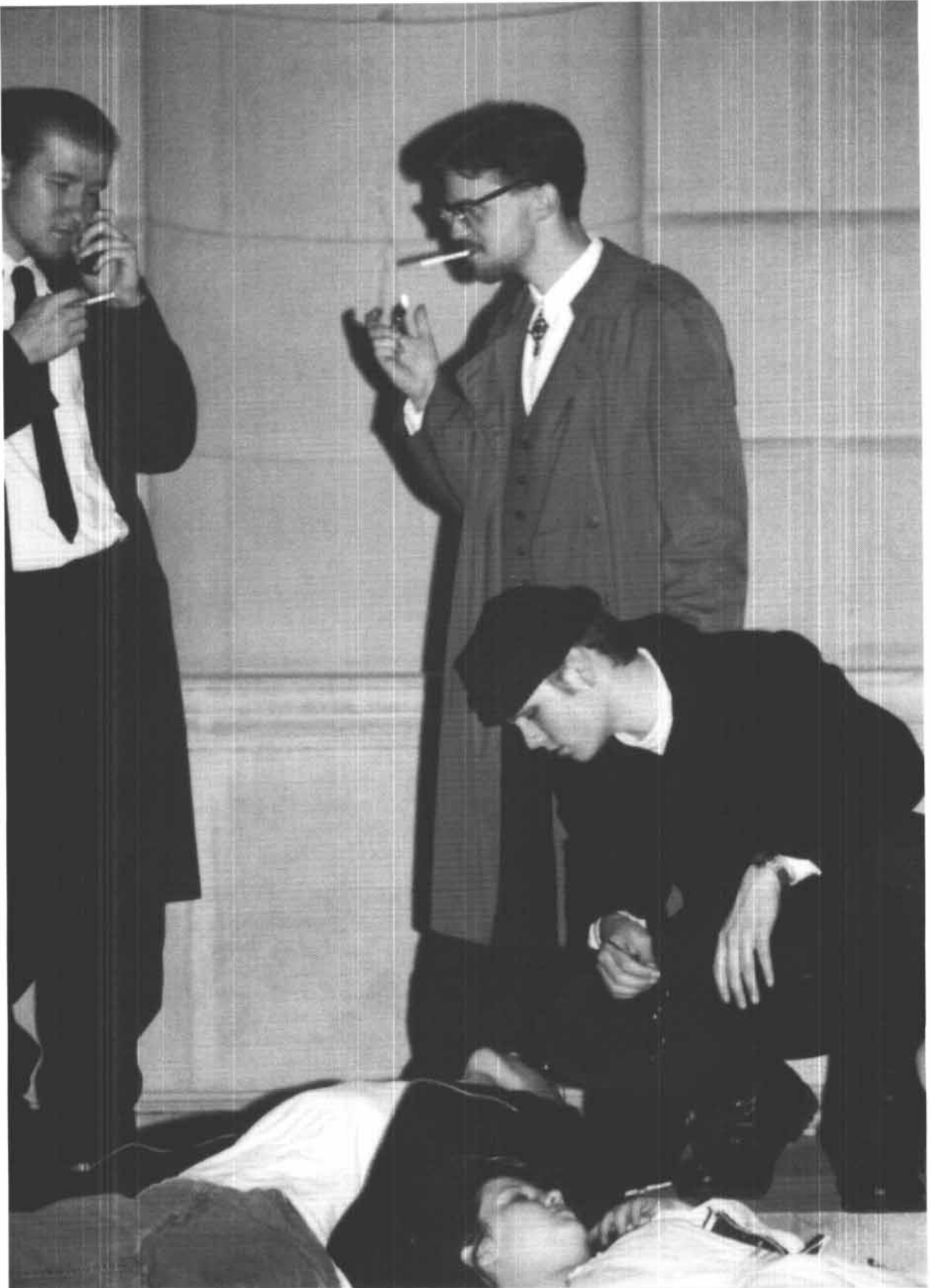
Sam: This is the best thing for you, Scott. Allow me to give you the gift of eternity. It will show you how truly *Compassionate* I can be.

Scott: I can't. I have a wife and child. I can't give up my Humanity. True *Kindness* doesn't kill to survive.

Now the brothers engage in their challenge by playing Rock-Paper-Scissors. Because he was low on Social Traits, Scott chooses to bid a Humanity Trait (Kind), as it is appropriate to the situation (he loves his family).

Regaining Lost Humanity

Regaining lost Humanity is a very difficult process, and one that must be unique to the individual. If a character wishes to regain her Humanity, she must arrange a task or set of tasks with the Storyteller which both feel will restore and revitalize her. The character must accomplish said task(s) in a humane and non-manipulative way. Each assignment should be appropriate to the character — a customized good deed. Whatever the deed may be, it should not be accomplished within the same night or story. Humanity Traits take time to restore, and this process ought not to be taken lightly.





Chapter Three: On the Threshold of Twilight

*Garlic and sapphires in the mud
Clot the bedded axle-tree.
The trilling wire in the blood
Sings below inveterate scars
Appeasing long forgotten wars.
— T.S. Eliot, "Burnt Norton"*

Hunters

Vampire hunters represent the widest diversity of groups that can be found in the World of Darkness. Some are gangs of kids; a few are renegade ghouls. They may be members of the government or the Inquisition. All possess one common objective, however, and that is the destruction of vampires. Hunters are aware of some of the goings-on at night. Sinister bloodsuckers have taken control of mortal corporations and institutions, whole families have been bled dry, and countless victims murdered. In the eyes of the dedicated hunter, vampires, whatever and whoever they may be, are sick, vile monsters that must be eradicated. They are a violation of nature and an affront to the Holy Spirit. By their very existence, vampires disrupt the forces of good in the universe. If they are not soon extinguished, they will take over and enslave all humanity, converting them into mere herd-beasts.

Who Are The Hunters?

Anyone can be a vampire hunter. The trick is to be good at tracking and hunting down these dangerous foes. When creating a hunter, the player should find a really strong motivation for her character to want to risk her life to slay vampires. Some primary motivations are:

- **Personal** — You have had a personal experience with a vampire.
- **Revenge** — Someone close to you has had a personal experience with a vampire.
- **Religious** — Vampires are the minions of the Devil.
- **Mercenary** — There's good money in vampire slaying.
- **Love** — Someone you love has been stolen by a vampire, and you want your loved one back.
- **Habit** — You remember your original reason, but vampire-slaying has become a part of your everyday existence. If you were to change careers, your life would suddenly have no purpose.

- **Fear** — Get them before they get you.
- **Stupidity** — What the heck, you don't have anything better to do.
- **Bravery** — You are a courageous hero and will save the world by destroying evil.
- **Insanity** — You secretly want to be a vampire, and you hope that maybe by killing them, one of them will notice you and Embrace you just for spite.
- **Science** — You experiment on vampires for whatever twisted reason you can legitimize to yourself. Perhaps in the name of progress?

Whatever the reason, just be sure that it is strong enough to motivate your character to get those nasty leeches and stake 'em out to fry.

The Inquisition

<i>Sed Diabolus</i>	<i>Only the devil laughed</i>
<i>Sed Diabolus in invidia sua</i>	<i>Only the devil laughed</i>
<i>istud irritis,</i>	<i>honor to scorn:</i>
<i>qua nullum opus Dei</i>	<i>in his envy he left</i>
<i>intactum dimisit.</i>	<i>no work of God untouched.</i>

— Abbess Hildegard von Bingen

A Quick History

The Inquisition, a movement born in the early 13th century, was originally designed to be a means to achieve religious purgation. Founded upon a desire to root out all heretics against the one "true" religion, the Inquisition, it was believed, would lead to the creation of a mono-religious, and henceforth pure, world. In A.D. 1231, Pope Gregory IX issued the *Excommunicamus*, a document which called for the establishment of courts that would solely try and sentence those accused or suspected of heresy. He also enlisted the aid of a select group of zealous monks known as the Dominicans and placed upon them the divine commission of eliminating heresy. Thus the first Inquisitors came to be.

Hunters and Prey

A quick word about hunter characters — though most of the examples described here are vampire hunters, you may just as easily create hunters for Garou, wraiths, mages or changelings. All that is needed to change your focus from tracking bloodsuckers to blasting werewolves with silver bullets is a small twist in your motivations. Maybe a changeling stole your girlfriend, or perhaps you remember a ravening werebeast tearing apart workers at a strip mining site. What the heck, maybe you have nothing better to do....



The Inquisition retains its terrifying reputation to this day, perhaps due to its gory effectiveness in the medieval world. The age of the Inquisition's birth must be taken into account when considering its modern-day practices. Drawing and quartering, boiling alive, burning at the stake, beheading, torture, extreme flagellation and life imprisonment with hard labor were common forms of punishment in the medieval era. It is therefore no surprise that the Inquisition imposed sentences of life imprisonment for repentant heretics and execution for those who refused to recant. In A.D. 1252, Pope Innocent IV actually mandated the use of torture in order to obtain confessions from recalcitrant heretics. Many Inquisitors of the past became masters of these arts in their zeal to cleanse the land for God.

There are many theories regarding how vampires first fell into the clutches of medieval Inquisitors. Historically speaking, the appearance of the Cathars (Albigensians) and the threat they posed (being religious dualists as opposed to the Christian monists) might have been indirectly responsible. It is likely that during the mounted crusades against the Cathars, members of Clan Brujah fell into the hands of the Inquisition as their clansfolk, havens and Herds came under the sword. It is believed that this was also the time when the first Lupines were exposed as they attempted to protect their human families and caerns.



One Inquisitor, Leopold of Murnau, came across real proof of supernatural creatures through his own experiences and requested a conference with the Pope to address his concerns. Leopold was truly convinced that these supernatural creatures were at least as great a threat as the heretics and were a sign of the Parousia (the second coming of Christ). The Devil was clearly mounting his forces with the creation of vampires, werewolves and other monstrosities. Leopold believed that vampires were evil demons and malefic spirits that had been summoned into the bodies of the dead. Their purpose was to propagate their own kind to form Satan's army against Christ's arrival. The Society of Leopold to this day still holds with this theory.

The Pope allowed Leopold to gather followers and to focus his sacred mission on the hunting and destroying of these supernatural creatures, under the condition that he and his fellows operate in secrecy. Leopold was an exceptionally devout and promising Inquisitor, being a faithful Dominican and a crafty planner, and was certainly favored in the eyes of the Pope. Nonetheless, Gregory IX enjoined Leopold to secrecy in order to disavow himself of all responsibility, should the formation of the group prove to be more foolhardy than effective. Leopold immediately gathered a zealous and hardy collection of monks to join in his crusade. By the end of the year A.D. 1231, the Society of Leopold was well under way.

The Society of Leopold Today

The membership of the Society of Leopold has waxed and waned over the centuries since its inception. Currently the Society boasts 500 Inquisitors and is without doubt the strongest it has ever been. Neither Leopold nor Pope Gregory would ever have imagined the extent to which the Society would grow and flourish — attributed in large part to careful record-keeping and members' branching out into more secular activities. In the beginning, membership was limited only to male clergy; today, however, women and lay folk are also welcomed into its folds. After having reached its lowest point in membership and power in the 18th century, the Society has within the last two hundred years begun to refurbish its army. Most join with the belief that they have a sacred calling. Some vow that they must destroy the evil in the world; others claim to be preparing for the Second Coming of Christ.

One may join the Society of Leopold either by invitation or by request. Many independent hunters encounter members of the Society at some point in the course of their careers and, if deemed worthy, are often invited to join. Invitations are subtle; neither the name of the organization nor its origins are mentioned until the candidate has accepted the offer. Others may hear of or witness the Society in action and petition for admittance.



New members are assigned a mentor, and this individual is responsible for their training, which may last anywhere from a period of a month to a year. During this time of acclimation, known as the Novitiate, probationary members may not participate in any of what the Society calls their witch-hunts. They may, however, attend and watch. When the mentor determines that the candidate is ready for membership, he is released into the Society and invited to join one of the Cenacula, or Inquisitor groups. Individual Cenacula function more or less independently and may draw on the resources of the Society at any time. Most new members join the cenacle of their mentor, but this is not required. A new member may select the cenacle of his choice, and as long as the current membership of that group is in agreement, he is welcome to join.

A Brief Geography

The Society of Leopold exerts its greatest influence in North America and Western Europe. Its central headquarters are located at the Monastery of San Michelle in Italy and house the Inquisitor-General, who is both the religious and the military leader of the organization. Though no lay person has yet served as Inquisitor-General, two women have held the position in the last century. The Society maintains a careful balance between religious devotion and military maneuvering, and this relationship keeps the organization on target with its original goals, which have not lost their significance since the days of the Society's inception.

In Western Europe, the Society of Leopold maintains strongholds in (listed in descending order of size and, subsequently, effectiveness) Italy, France (Notre Dame), Spain, Austria, Germany, Ireland, Holland, Switzerland and England (the Society is very small here due to the presence of another organization, the Society of Saint George, which is active in Scotland).

Running a close second to Western Europe is North America. The Society has Cenacula in Quebec City, Canada, and a host of cities in the United State, including Washington, D.C.; Boston; Baltimore; St. Augustine, Florida; San Francisco; Chicago and a number of others. Mexico has its own Cenacula, though the Inquisitors assigned to Mexico City seem to be considerably shorter-lived than their South American counterparts. Active Cenacula are also at work in both Central and South America.

The Society also has members working in Africa, particularly Cairo, Egypt. Insofar as the Middle East goes, there is a cenacle in Jerusalem, but this is more or less held in check by an opposing organization, whose headquarters are believed to be in Mecca. Eastern Europe and the Orient are, at present, outside the Society's area of influence.

Faith of the Inquisitor

Membership in the Society of Leopold does not automatically guarantee a character the possession of Faith. One is more likely to find a hunter with Faith involved with the Society, but this is by no means a guarantee. True Faith is still very rare, even among members of the clergy. There is an enormous difference between religious belief that is born of fear and religious devotion that comes of true passion for the tenets and teachings. Having oneself surrounded by holy relics and true believers and living on holy ground can be comforting for a hunter of the supernatural in the World of Darkness, but one must realize that most seek this refuge purely because they fear what lies beyond their holy protections. Sadly enough, many otherwise good-hearted and devout clergy lack Faith simply because they lack personal willpower. Those who do possess Faith have strong souls and dwell within the radiance of their beliefs, regardless of their situation, and they genuinely and sincerely appreciate the gifts of the divine. They do not simply practice religion as a form of self-defense.

What the Society of Leopold Knows

The average Inquisitor, regardless of rank, possesses at least one level of the Vampire Lore Ability. Few have more than three levels; any Inquisitor possessing four or five in this Ability is extremely rare. It is the Storyteller's responsibility (and discretion) to adhere to that which the Society knows as opposed to what an independent hunter may potentially discover. The ideology under which de-



vout members of the Society operate restricts them from certain of the advanced levels of Vampire Lore. The Society of Leopold does not allow all members open access to its files, nor does it believe in many things that are in fact possible. The Society still believes, essentially, that vampires are demons or evil spirits that have come to possess the deceased bodies of unfortunate mortals. They have learned that exorcism doesn't work, and thanks to their closed-minded view of the nature of the universe, they will credit nothing beyond the Devil's spiritual minions for the hell on earth vampires, werebeasts, ghosts and faeries are responsible for creating. The Inquisition's limited ability to perceive the true nature of these creatures, however, does not inhibit their efficiency in killing them.

Cat's Paws

False truths aside, the Society of Leopold's main failing lies in their ignorance of their own role as pawns of the undead. Many of the rumors of vampiric and other supernatural goings on are quietly slipped into the rumor mill of the Inquisition by other supernatural creatures attempting to secretly dispose of rivals, enemies and trouble-makers. If the Inquisition had any idea how successfully it has been used by those creatures it seeks to purge....

The members of the Society of Leopold are among the most competent supernatural beast-slayers in the world and rightly should be feared. They know nothing of the Sabbat, nor do they understand the structure of the Camarilla-based vampiric society. They are ignorant of the intricacies of Garou society, although they are aware that there are spirits who aid the beasts and that the Lupines' lineage is somehow very important to them. As for mages, the Inquisition is virtually unaware of the Technocracy or the Ascension War, although the Society is greatly troubled by the existence of these unholy warlocks. The Inquisitors know nothing of mummies, but if they were to encounter one, they would likely treat it as they would any other magic-wielding creature. Insofar as changelings go, some individuals may have heard rumors of them, but most believe faeries to be demons every bit as terrible as vampires.

The Society has yet to figure out that Garou tribes and vampire clans bestow different supernatural gifts on their childer and that not all possess the same skills. They assume that what one vampire can do, all are capable of. Thus, the Society has only a limited understanding of their prey, and tends to overestimate them in some cases and underestimate them in others. A few rare scholars among the Inquisition realize that they must be prepared for anything, but the rest merely scoff at them for taking such foolish and unnecessary precautions.



What they do know is how to track a vampire, werewolf or changeling and how to incapacitate it. There is no question that despite the Society's lack of accurate knowledge, they possess a great deal of firepower. They have an enormous collection of silver weapons and torture devices, as well as remarkable crossbows, halogen lights, wooden bullets and fire bombs. Most creatures in the World of Darkness have laughed off the Inquisition because they have been so quiet in the past two centuries. Perhaps, after all, the hunters will have the last laugh.

Creating an Inquisitor Character

Character creation for members of the Society of Leopold should follow the guidelines for standard hunter creation. Society membership should be taken under Backgrounds.

Advanced Character Creation Information for Inquisitors

There are several sects within the Society of Leopold. Selecting membership in one of these will add some depth to the roleplaying of your Inquisitor character. The Society itself fosters three basic suborders:

The Condotierri

This militaristic group is more concerned with protecting the Society than with directly pursuing its goals. The sect originated with a collection of Venetian mercenaries who were hired by the Society to defend its assets. In the mid-15th century, the Condotierri were sworn in as sacred members of the Society, and they remain such to this day.

Members of the Condotierri participate in a slightly different Novitiate, or training period, which resembles basic training in the military. They are not Inquisitors per se; they serve as Cenaculum guards and bodyguards. The group is directed by a Condotierre-General, who answers to the Inquisitor-General. When farmed out to a specific cenacle, the senior-ranking Condotierre will usually concede to the senior Inquisitor, unless he has reason to believe that the safety of the Society is at stake.

The Office of the Censor

It is here that all practitioners of Theurgy, the Inquisition's own heavenly brand of Thaumaturgy, must register. The study of magic is not a very reputable pastime in the Society, where all magic is believed to be more or less of the Devil, and its practitioners must come under careful scrutiny. The Office of the Censor is like an Inquisition within the Inquisition. Censors investigate, observe and document the operations of the Society itself. They primarily seek to keep the Society pure and to stamp out any

potential threats, whether spiritual or intellectual. It is important to keep these Censorial monitors active to ensure that no Inquisitor becomes tainted by the infernal creatures with whom she deals. If a Censor visits a cenacle, she will be made privy to all records and may request access to any of the members for questioning or to solicit interviews or opinions.

Gladius Dei

The Gladius Dei, or Sword of God, includes in its folds the most highly respected and the shortest-lived of the Society's members. These Inquisitors are hand-picked by the Inquisitor-General to perform the most sacred and dangerous missions. It is a tremendous honor to be inducted into this order and a great shame to refuse. No *auto-da-fe*, or holy quest and investigation, has ever failed when the Gladius Dei were employed to take it on. Usually they are members of the older cenacles and assemble when called upon. They are rare within the Society and exceptionally well trained. Not every cenacle will have one on hand.

Other Sects: Philosophical Differences Within the Society

Brethren of Albertus

Following in the footsteps of their icon, Albertus Magnus, the Brethren of Albertus hold the belief that in order to combat the evil magic practiced by the minions of the Devil, they must prepare themselves similarly. The Albertines engage in the study and practice of Theurgy (magic powered strictly by heavenly sources). They are often placed under investigation by officials from the Office of the Censor.

Children of Lazarus

This group believes that the greatest possible sin is to violate the truth of Christ. They maintain that only Jesus was able to rise beyond death, and all creatures who claim to do the same are purveyors of the greatest sin. This, the largest sect within the Inquisition, is obsessively concerned with the destruction of vampires. They are unquestionably the greatest threat to the Kindred.

Fathers of the Good Death

This assembly of ordained priests follows the doctrine that vampires are essentially evil spirits from the time before the Flood who have taken over the bodies of the innocent to cause the moral decay of society. The Fathers believe that these creatures breed sin by actively destroying the religious ethics, individual codes of honor and spiritual love of their prey. This sect focuses primarily on tracking and destroying these spirits before and directly after they become vampires.

The Florentines

The Florentines work in a manner far different from that of the rest of their organization. They believe in saving the souls of the damned, not destroying them. They work to aid supernatural creatures in order to rescue them

from their mighty, wicked master and show them the true path to God, enlightenment and eventually, eternal peace. The non-traditional beliefs of this sect, also known as the Florentine Heresy, have led to persecution within the Inquisition in the past, so most modern Florentines hide their true ethical beliefs as best they can. Few Florentines know for certain how many others share their views, because those who do are rarely open about it. Several Inquisitors lean toward this sect and have, in recent years, begun to question the methods of their predecessors. Many such members are retired Inquisitors who still maintain active membership by working as advisors or record keepers in at least one cenacle.


Order of Saint Peter

Ever faithful to their ideal, Saint Peter, who defeated Simon Magus centuries ago in Rome, these Inquisitors work to root out mages, witches and all others who utilize demonic gifts. The Society is clueless about the Technocracy and the Ascension War, but they are able to find and destroy magic-users with relative frequency.

Sisterhood of Saint Claire

Claire was a 13th century nun who believed that one must live in absolute poverty in order to enjoy the riches of the Lord. Her sect within the Inquisition is composed of those who take vows of poverty in order to enjoy the gifts of healing. They refuse all personal possessions and material comforts, with the exception of that which is given





them by the Society to equip them for their mission. They are excellent at accelerating the healing of wounds (whether mortally and magically inflicted) by the power of their prayer, their devotion and the laying on of hands. Members of this order must take at least two Traits in Faith.

Sons of Tertullian

This extremely orthodox sect subscribes to the theory that all who denounce God must be possessed. They pursue wraiths with the same ardor that the Children of Lazarus pursue vampires. For more details on this sect, consult pg. 236 in **Wraith: The Oblivion**.

Sect of Saint James

This sub-cult of the Sons of Tertullian combats wraiths on their own turf—that of the Underworld. Each member of this cult eventually commits a religious suicide with a weapon of their own fashioning and construction in order to transport themselves over the border to the Shadowlands. They then proceed to destroy as many wraiths as they can before they themselves are destroyed. For more information on the sect, see pg. 237 in **Wraith: The Oblivion**.

Structure of the Society of Leopold

The Society is governed by an Inquisitor-General who is often advised by a cabinet of his or her own selection, as well as the Condotierre-General (head of Society security). The Condotierre-General answers to the Inquisitor-General, as do all Inquisitors.

Next on the hierarchical ladder are the Provincials, Inquisitors chosen by the Inquisitor-General to govern a specific geographical jurisdiction. Censors are also chosen by the Inquisitor-General and are based out of a separate office located near the Monastery of San Michelle in Italy, referred to as the Office of the Censor.

Chosen by the Provincials are the Abbés, or Inquisitors responsible for the activities of a specific Cenaculum. The Cenaculum may also vote in their own Abbé, as long as the Provincial agrees with the choice.

Below Abbé is the rank of Councillor. Councillor is a title a Provincial may bestow upon an Inquisitor who has proven himself worthy through successful *auto-da-fe* and zeal. This title is bestowed only upon those who have won great respect for their wisdom and deeds within the Society.

The majority of Inquisitors hold the rank and title of Tertiary, which is given them following the dedication and oath of loyalty by which they are inducted into the Society.

Law and Order

Each cenacle is run according to the preference of the Inquisitors who comprise its membership—some democratically, some with a stricter code of hierarchical leadership. It is considered very poor form to disregard a request from an Inquisitor of higher rank, and disobedience to a Provincial or the Inquisitor-General is grounds for punishment and potential suspension or expulsion.

Leaving the Society

Inquisitors may retire at any time, although this can be a dangerous move for one who has been a member of an organization that antagonizes some of the most powerful beings in existence. It is the belief of the Society that if an individual no longer hears the call, she should no longer be expected to serve. Most hunters join the Society of Leopold because they feel a sacred calling to do the work of the Holy One, or because they experience a need to fulfill a sacred mission by dissolving the threat of supernatural evil.

Society Procedures

Once a suspected creature or activity has been satisfactorily confirmed by the research of a cenacle, it is officially recorded, and the act of faith, or *auto-da-fe*, begins in earnest until the creature or situation has been overcome. The term *auto-da-fe* is synonymous with “hunt” in Societal terms, as the Society views their witch-hunts to be acts of faith in defense of all humanity.

Troubleshooting in the Society

Many of the Society's activities are undeniably illegal. Most Inquisitors carry unregistered weapons, a number of which are quite unusual. All Inquisitors are required to memorize the phone number of a legal help-line in the event that they are threatened with incarceration. Occasionally the charges are not dropped (depending upon the severity of the crime), and an Inquisitor will spend some time in prison. It often depends on the influences of the creature the Inquisitor was stalking and the strength of her desire for revenge.

Accidents also happen. Not everyone the Inquisition targets is guilty of the suspected sin. Cenacles are usually forgiven for these mishaps as long as they seem appropriately penitent and the mistakes are few and far between. A cenacle that develops a high accident rate is likely to fall under investigation for infernal influences by the Office of the Censor. If this should occur, the investigated parties are placed on holding, or *certiorari*, until all of their seized diaries, files and belongings have been thoroughly researched.

Special Numina of the Inquisition

Theurgy

Theurgy is a brand of magic created by the Albertines to combat Thaumaturgy (see Chapter Four) and other malefic magics encountered in the process of seeking to destroy the minions of the Devil. Theurgy supposedly draws on the power of the heavens and the forces of God and the archangels. Except for its divine origins, Theurgy is essentially the same as any other type of Hedge Magic.



The Order of Saint Joan

With headquarters in New Orleans and roots going back almost as far as the Inquisition itself, this all-female collective of vampire hunters is passionate, vicious in battle and entirely inspired by God. Not only has each one had personal experiences with the holy forces, but all possess at least one Trait in Faith and many wield True Faith, on account of the intensity of their devotion and their constant rituals of purification.

Each member of the Order of Saint Joan has experienced at least one holy vision or angelic visitation. All members are guided to the Order by a religious revelation of their sacred mission to war against the supernatural minions of the Devil. It is most common for a vision to be responsible for this epiphany and for the woman to learn for herself how to find the Order, either from a vision or through extreme meditation and prayer.

Members of this society usually live in groups of three or four in homes all over Louisiana and have taken vows similar to a nun's. They are celibate warrior maidens, most virgin, most very young (late teens, early twenties) when brought to the Order. The Order of Saint Joan does not recruit; they pray for God to bring them the right girls and women to carry on the sacred mission until the Parousia. They spend their days engaged either in prayer, service work for their church or physical training.

The women of the Order train in aikido, including all aikido weapons: the jo (a four foot long, inch-and-a-half thick staff), the bokken (a two-and-a-half foot wooden sword) and the wooden knife. Sword and knife techniques are also taught after the novice has achieved a certain level of success with the bokken.

In addition to this, and the workouts for stamina to which most dedicate at least two hours per day, these hunters are encouraged to take some form of dance to improve their agility, stealth and strength, as well as to balance out their fanatical natures.

Members of the Order of Saint Joan's are encouraged to become active in their communities and to get to know those around whom they live and work. This is why, though they are celibate and spend much time in church, they do not live in a cloister. The Matriarch of the Order believes that the Society of Leopold is too narrow in its focus. She also believes that the Society of Leopold is so out of touch with the community it is supposed to be saving, that it no longer follows the true instructions of the Lord, but rather has become an institution of pride and ego.

Nonetheless, these two groups have worked together in the past and will continue to do so in the future. The Lord works in mysterious ways, and one should accept His aid whenever one finds it. The members of The Order of Saint Joan, believing themselves to have been inspired to join in order to fulfill a greater purpose, will not marry



their collective to the Society of Leopold for one main reason: If the Lord had wanted them to belong to the Inquisition, His angels would have taken the novice there instead of to the Order of Saint Joan. Some Warrior Maids of the Order of Saint Joan do permanently shift their affiliation to the Society of Leopold, and no one holds it against them. You have to go where the Lord believes you will do the most good, says the Matriarch, who is referred to by all as the Reverend Mother.

Government Agencies

Three United States government agencies are currently involved, in extremely small ways, with investigations of the existence of vampires and other supernatural beings. Presumably, other countries also have similar agents, though these are too extensive to be listed within this book. Government agents prove to make exceptional antagonists, as most vampires aren't expecting them. They might expect to have their phone tapped by a Ventruer or a Serpent of the Light, or their favorite Blood Doll Embraced by the Sabbat for revenge or temptation into Jyhad, but it is unlikely that they will consider government agencies to be anything more than a joke.

Center for Disease Control

In brief, the CDC researches and studies current viruses and potential epidemics that appear in the country. As a result of the last decade's AIDS epidemic and the spread of other blood-related viruses, the research has turned up some fascinating and unexplainable data. An extremely small group of researchers is currently conducting studies of blood samples they have received from various sources, and has begun to hypothesize about what kind of creature's blood potentially maintains living cells of each type in one sample. The current trend of vampiric popularity in the entertainment industry and the neo-occult revival has given these researchers some ideas. Their private records would be very difficult to access, though their homes are easy enough to find, provided, of course, the seeker knows who they are looking for. The files pertaining to this study are well hidden from the eyes of any higher-ups in the CDC.

Federal Bureau of Investigation and National Security Agency

Both FBI Special Affairs and the NSA have independent branches which often become involved in the hunt for the supernatural. Very few government employees are even aware that either of these offices



exists. In fact both organizations are unaware of the other. Investigators who work in these organizations research the files of late police detectives, bureau investigators and intelligence operatives who had rather unusual causes of death (such as complete blood loss with no evident wounds or their bodies being shredded limb from limb).

Most characters who work in these offices have had at least a minimal amount of military training, are certainly capable of using a small-caliber firearm, and also possess varying degrees of Occult Abilities and Vampire Lore. They are generally patriotic, paranoid and on the prowl for anything that undermines American culture and society.

Government Agent Character Creation

Creating a US government employee antagonist character can be an exciting way to involve politics and espionage on a different level than that of the standard Kindred manipulations and power plays. The World of Darkness is equipped with technological advancements and Abilities that can give the most dedicated spy novel fan a run for their money. It may seem difficult at first to make these two contrasting genres coincide, but as long as the Storyteller takes care to create a highly descriptive environment, there is no reason why the variety shouldn't function effectively. Just think of the success of *The X Files*.

The mechanics of the character creation process are the same as for any other hunter characters. The Storyteller should feel free to allow her players to create new Abilities for themselves (such as military equipment specialist, Government Lore, Forensics or espionage techniques). Also, government-based characters may have entirely different Influences, such as CIA contact, morgue contact or a personal friendship with a foreign ambassador.

It is important to remember that antagonistic forces must be somewhat equal in each other's eyes to make the conflict any fun. There needs to be something on the side of the mortals that keeps the Tremere from setting them all on fire, and there needs to be a reason why the government agents can't call in the entire Coast Guard to raid the local chantry. Government agents who believe in vampires are an isolated minority. Each one should possess at least a mild paranoia or phobia of being found out by their higher-ups, who would no doubt have them retired to a psychiatric institution as soon as possible. If the agent's mission of vampiric discovery and/or destruction is truly valuable to her, she'll watch her step. If the President knew what the Office of Miniature Logistics was really doing, the office wouldn't exist very long. Governments have ways of finding things out and ways of eliminating those who threaten their security — even if the threat is posed by another government agent.



It is entirely feasible for a **Mind's Eye Theatre** chronicle to have a story line in which a mortal government agent or team must confront two different antagonists: the vampire they are seeking to eliminate and the NSA-hired Cleaner (assassin) attempting to take them out. Keep in mind the elements of fear, isolation, death and the unknown as you create your stories. A six-person **Masquerade** story can be even more intense than a 60-person game if the environment and threats are well balanced and carefully constructed.

Creating a Hunters Chronicle

Creating a game where the mortals are the protagonists and the vampires are the antagonists may seem like a moot point in the World of Darkness. Considering the nature of the game, it can be a valuable experience for people who normally play powerful (or not so powerful) vampiric characters to take a break and see themselves from the other side. A personal confrontation between a Tremere Justicar and a 13th generation Caitiff is nothing in comparison to a mortal's first confrontation with even the weeniest vampire.

The fear factor is one of the reasons people play this game, and it should not be overlooked. The newbie hunter staking a vampire for the first time and watching her continue to acknowledge him with her frozen gaze can be quite scary, especially if the player is new to the game and really doesn't know "the facts" of the world yet. These

kinds of experiences should not be saved only for new players, however. Old players can have lots of fun rediscovering things through a mortal's eyes as well.

When creating or running a **Mind's Eye Theatre** hunters game, the objective will usually be to eliminate the vampire(s) in question. The more mystery that surrounds the antagonist, the more effective the relationship between sides will be. Games of this nature call for Narrator character antagonists as well as the occasional Narrator plant in the party, unbeknownst to the other players. Perhaps the Narrator plant could be the one who gets kidnapped and Embraced and returns to terrorize his former comrades.

Mortals are the most vulnerable character types in the World of Darkness and their vulnerability should not be wasted. Make your mortal characters run for their lives after having lost their first confrontation with the antagonist. Encourage your vampire characters to uphold the Masquerade instead of slaughtering the mortal party outright. Use hunters to your advantage both as opportunities to roleplay and as an opportunity to create unusual stories which bring the game back to its basic principle: Humanity vs. the Beast, both within the heart of each character and within the conflict of the story.

Every game does not have to be an epic of demons, magic and city-wide manipulations to be fun, exciting and scary. Every now and again, it is refreshing to take a break from the complexities of a game you've been running and release your players and yourself into an old-fashioned hunt.





Hunter Character Creation

When creating your hunter character, you should focus primarily on your character's motivation for hunting vampires. This will determine the kind of organization to which you belong or the nature of your independent gang. Perhaps you have a common purpose, such as avenging a mutual friend. If your characters are mercenaries, perhaps you were hired to join an organization of hunters. Whatever the case, your character's personal desire to hunt vampires can dictate an entire Prelude which will give you all the background you need to roleplay effectively. If finding the reason behind your character's desire to slay vampires doesn't set your imagination on fire and inspire you to blurt out the character without really having to do much work, then you must begin again. Uninspired characters will not have the necessary commitment to be playable.

Preludes

Decide when your character is going to begin vampire-hunting (find the motivating reason for your character), then go back to the basics: Where are you from? How old are you? What do you do professionally? How many brothers and sisters do you have? What has been the most significant experience of your life so far?

Chapter Three in the **Masquerade Players Kit** (pp. 57-78) is a Prelude flow chart for vampire characters, which provides a series of random choices of events that may have occurred during a vampire's mortal life. This can be an extremely useful tool for stimulating ideas that will add depth and reality to your mortal character. It might also help break through any imagination-blocks you may encounter in the process of creating your hunter character.

If your character is going to possess Numina, you should incorporate that into your background. Once you become a hunter, you might end up spending more time tracking beasts in the night than studying your psychic, thaumaturgic or religious craft, so choosing that right off can help.



Assigning Traits

Your Traits should reflect your character's goals and personality. Thanks to the variety of reasons people hunt vampires, it's obvious that not every vampire hunter will have primary Physical Traits. For example: You are a New York City socialite whose 17-year-old daughter gets Embraced by a Nosferatu and comes to you to pass on her gift. You manage to escape by talking her out of it and find yourself faced with the dilemma of whether or not to go after the one who made her. You decide to do it, effectively becoming a vampire hunter, but your primary Attribute would still be Social even if you work out with a professional trainer every day. Common sense and a realistic imagination will serve you best when choosing your primary, secondary and tertiary Attributes. Each mortal character may begin with statistics that are almost equivalent to those of a 13th generation vampire, giving themselves six Traits in the primary category, five in the secondary and three in the tertiary.



Mortal Character Creation Chart

Step One: Character Concept – Who are you?

- Choose your reason for becoming a vampire hunter.
- Decide the basic facts about your life: age, profession, hobbies, familial status, geographic location, possession of Numina, etc.
- Choose your Nature and Demeanor. A list of Natures and Demeanors and their explanations can be found on pages 19 and 42 in *The Masquerade, Second Edition*, or you may make your own.

Step Two: Select Attributes – What are your basic capabilities?

- Determine the order of your Attributes (Social, Physical and Mental), primary (6), secondary (4) and tertiary (3).
- Choose Attribute descriptors for each category. A complete Attributes list can be found on page 20 in *The Masquerade, Second Edition*.

Step Three: Select Abilities – What do you know?

- Choose five Abilities from the Abilities list on page 20 in *The Masquerade, Second Edition* or work with your Storyteller to create Abilities of your own. You may also choose from the New Mortal Abilities list given later in this book.

Step Four: Select Advantages – What makes you human?

- You may now choose up to four Negative Traits (page 23, *The Masquerade, Second Edition*) at the price of one-for-one to boost your Attribute Trait pools. No more than two Negative Traits may be acquired for any category. No mortal may possess more than eight Traits per Attribute category except by special arrangement with the Storyteller. Note: Negative Traits may also be used to purchase other advantages. See below.
- If the Storyteller has not given you a target Humanity rating, you may choose four Humanity Traits.

Step Five: Last Touches – What makes you unique?

- You may now return to the list of Negative Traits and use them to purchase your Numina at the cost of two per level of Numina. You may only purchase Numina in one category without Storyteller permission.

- You may purchase one additional Humanity Trait at the cost of one Humanity for each Negative Trait taken.

- Choose one Influence. Additional Influences may be purchased one-for-one with Negative Traits, or by special arrangement with the Storyteller.

New Mortal Abilities

Homiletics

This Ability allows you to tell a successful homily or inspirational story. For each time the player chooses this Ability, her character will be able to engage someone in a Social Challenge to convince them of some religious value or life lesson. This may not change the character's life, but it may change her mind. Traits lost while giving a homily may be regained by spending this Ability.

Hunter Lore

For each time you select this Ability, you know about and can perhaps identify one or two other hunter groups. Possessing the Ability once may only alert the lone hunter to the location where he may find another kook like himself. It also may alert him to a gang of mortal hunters roaming the streets of his city. Taking this Ability five times could give you a computer data base with names and addresses of every hunter in the country or within their region. Keep in mind that most hunter groups try to remain underground and secret. You and the Storyteller together should come up with how you acquired this Ability and how detailed the knowledge you possess is.

Vampire Lore

You know the basic facts about vampires. Sunlight always works, crosses sometimes work, and the vampires can do some really nifty superhuman things. A hunter without this Ability fully believes in the myths surrounding the efficacy of crosses, garlic, running water and inviting a vampire in and would prepare herself for combat according to such beliefs.

If an individual takes this Ability twice, she would know that there are different kinds of vampires, they have lots of mortals under their control, that most could care less about crosses, that you can see them in mirrors, and that they try to hide themselves behind some sort of law. She would also know that stakes don't seem to kill them, but only paralyze them somehow. In addition to the previously mentioned information, if someone takes this Ability three times, she will also know what ghouls are, a few distinguishing characteristics of the clans or some reliable leads on where to spot vampires.

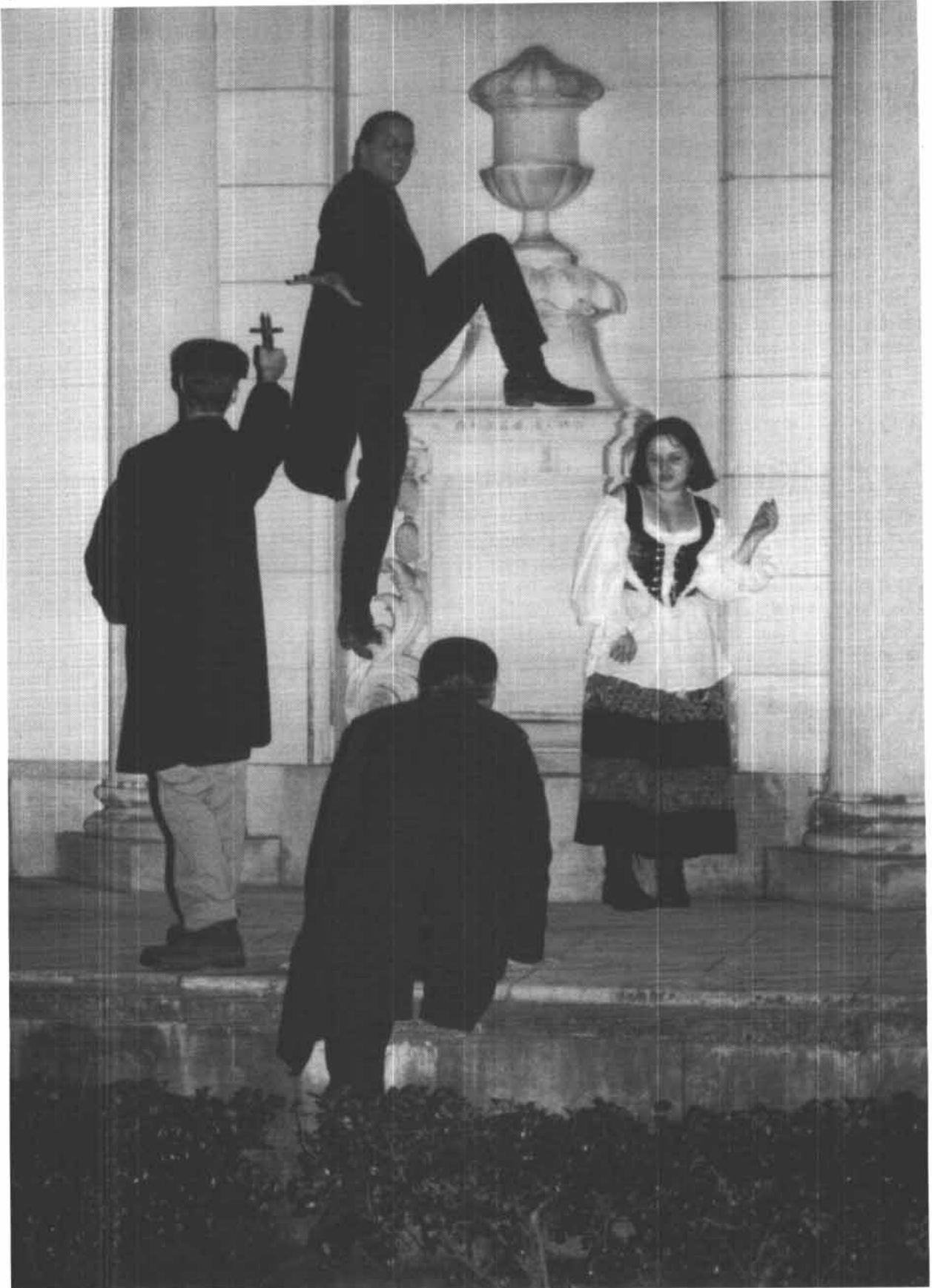
If she chose this Ability a fourth time, she'd know a few names and would be aware that vampire leaders are called princes and maybe even that vampires have some



sort of governing organization. She might know details about the Masquerade and the names of some of the clans. The character knows or has reliable leads on a potential haven or two. Choosing to acquire this Ability for a fifth time allows the character open access to knowledge about the Camarilla and its comings and goings. She can identify some of the primogen, maybe the prince, and has probably tracked, if not destroyed, a few of their ghouls or childer. She is aware that not all vampires belong to their organization and who is controlled by whom, and that they call themselves Kindred. She knows they're after her because of the extent of her knowledge of them. Storytellers may feel free to manipulate the knowledge of the characters with this Ability for purposes of the story or chronicle.

Influences

Mortals may have Influences just like vampires. A complete list and description of the Influences can be found in pp. 69-75 in *The Masquerade, Second Edition*. Each mortal may choose one Influence for free during character creation. Additional Influences may be bought with Negative Traits at a cost of one-for-one or given out at the Storyteller's discretion.





Chapter Four: Numina: Gifts of Enlightenment

There have been witches in all ages and countries. That is, there have been men and women who have had a knowledge of cures, philtres, charms... at times they were hated, at times they were loved; at times they were highly honored, at times persecuted. They claimed to be...in communication with...spirits, the dead, and sometimes with the lesser gods.

— Gerald B. Gardner, *Witchcraft Today*


Some mortals have special powers, collectively called Numina. These include Hedge Magic, True Faith and Psychic Phenomena. They are unique to mortals because they are powered by Humanity. Were a vampire to possess Numina as a mortal, the Ability would dissipate during the Embrace as a result of the Beast's taint on his soul. These Abilities must all be taught and trained. Most must be nurtured through lifestyle. Numina are the secret weapon of many vampire hunters and the bane of many hunted creatures' lives.

People with Numina usually have only one talent and focus their efforts on it rather than diversifying. Storytellers may even rule that those with one sort of Numina cannot learn another sort, that True Faith precludes knowledge of psychic phenomena and Hedge Magic, for example. Those whose games are more high powered may feel that just the opposite should be true.

True Faith

True Faith is a form of Numina powered by the belief in a being or consciousness higher than one's own. People from many religions (not just Christians) may possess True Faith. It is something that must be constantly fed by habit and practiced every day. True Faith is possessed by few, and most who have it aren't very conscious of it because they focus on the good of others instead of the good in themselves. True Faith is selfless, hopeful, dedicated and rare.

True Faith gives the wielder the power to turn back evil. It is based on a strong belief in a specific deity whom you may call on to strengthen your will. When using True Faith, the phrase, "In the name of _____" must be used. It is not the *character* who is turning evil away, it is the force of the *deity*.



People who possess True Faith do not have to be saccharine in demeanor, they must simply practice their ethics. Most involve kindness, fairness, helpfulness and a strong sense of right and wrong.

Advancement in one's True Faith rating is earned, not purchased, and Faith's effects (other than that stated below) are largely the Storyteller's option.

Faith and Will

For every hour of meditation and prayer the character is willing to sit alone communicating with no one, she may either add to her Willpower one additional temporary Trait which lasts twelve hours, or she may regain one Willpower Trait previously lost. The amount of Willpower Traits obtainable is limited to the Faith Rating (a number between one and five), determined by the player and Storyteller together. A Faith of five would indicate someone like Mother Theresa. The average mortal is lucky to possess one point in Faith; the considerably-above-average mortal is extraordinary to possess three.

A mortal possessing three points in Faith would be required to spend three hours in meditation, prayer etc. in order to reacquire three Willpower Traits every 24 hours. A mortal possessing one point in Faith would only be able to concentrate for one hour because of the limit to their practice and their dedication, so only one Willpower Trait could be acquired or restored in any given 24 hour period.

In the case of a long game (one lasting over consecutive nights or a regular chronicle game), these meditation hours may take place during the day or when the game is not in session, as long as the 24 hour time limit is observed. If a short four to six hour game is being played, the Storyteller may feel free to shorten the meditation periods required, as long as she keeps in mind that Willpower Traits are not easily regained and should not be tossed around carelessly or used the way a vampire uses blood.

Using and Losing True Faith

In order to use True Faith, a character must speak the phrase "In the name of ____" and engage in a Social Challenge. If the character wins, the vampire (or other evil creature) must flee the scene. If the character loses, the vampire must back off a few feet and cower before taking action. The vampire may not take action for one full round (including using Traits in any bids and invoking any Disciplines) immediately following the challenge. This delay may allow the wielder of True Faith to initiate

another challenge or call Fair Escape. Any vampires who use Celerity may eventually catch up. True Faith has an automatic negative effect on vampires, and the challenge is engaged simply to determine if the vampire flees the scene in terror or if he is only repelled a short distance.

Up to four Humanity Traits may be spent to retake a test where True Faith is invoked. It will work as an overbid of Willpower. The Humanity Traits spent translate into temporary Willpower Traits for the duration of the scene. The vampire has no resistance of any kind if the mortal possesses a quantity of Willpower Traits equal to or greater than those of the vampire. If the vampire is willing to risk her Willpower Traits and can match the bid of the mortal, she may bid them just like a normal overbid. If the vampire loses the test or the retest, she may not use Willpower in direct conflict with the wielder of True Faith again for the duration of the story or, at the discretion of the Storyteller, the chronicle. The vampire will also automatically be penalized one Trait appropriate to any challenge during any conflict in the presence of the wielder of True Faith whether the wielder is among the challengers or not. The vampire will not permanently lose the Trait, just the temporary use of it while in the presence of one who defeated him earlier. Characters should, if possible, drop a courage-related Trait.

If a mortal loses a challenge and the vampire does not flee the scene as anticipated, the mortal, (if she survives) will be left with a question of Faith. She will be down one Social Trait for the remainder of the evening (not including the one she lost in the challenge) and loses the ability to invoke her True Faith again until she has engaged in one half-hour of meditation. Storytellers of short games may wish to abbreviate this time. As stated previously, an additional half-hour will allow her to engage extra Willpower Trait(s) or replace a previously lost Humanity (if used as Willpower in the overbid situation described in the previous paragraph) or Willpower Trait. The character must find a location appropriate to the nature of her faith in which to meditate. A Druid priestess must go to the woods, a Christian must go to a church, a rabbi must go to a synagogue. The important thing is for the character to go to a place that will make her feel unquestionably surrounded and engulfed by safety and the presence of her deity.

True Faith automatically repels any demon worshippers or infernalists. If an antagonist is such, under no circumstances may she do anything other than relent and flee the scene. Those possessing True Faith will not be able to distinguish infernalists from other nasties who flee their Faith unless, of course, other proof is given within the story.



What To Do When a Group of Vampires is Confronted With True Faith

Very simply, when more than two or three vampires are confronted with a wielder of True Faith at the same time, all should engage in a simultaneous Static Social Challenge with the wielder. Those who lose flee the scene regardless of Willpower Traits. Those who win must recoil approximately 10 feet from their current position (this takes one full round) before attempting any action.

If players resist this overbidless system or if the Storyteller wishes, after the initial challenge has been won and lost, each losing vampire may, in turn, call out the number of Willpower Traits they wish to bid to attempt an overbid. The challenged wielder should then respond in kind. This should be conducted as a group affair with all the vampires (or challengers) going first and the defender going last. There should be no individual challenges at this point. Those who successfully double the Willpower of the character with True Faith may then proceed through one additional test. If any vampires win, they may retain their current positions. Losers must flee the scene entirely. All Willpower Traits bid in this challenge will be lost until the Storyteller restores them or a Willpower-regaining ritual or Discipline is used.

Those who are able to remain in the presence of the mortal may use Disciplines or ranged weapons against him if they so desire. Those who flee may not remain within range for such.

Holy Symbols

A holy symbol is an object used to represent the influence of the deity invoked by those with True Faith. Any character who possesses True Faith may choose to wield a holy symbol as a weapon against creatures of the night. This may stir up thoughts of the classic, fearless vampire-slayer turning back the powers of evil with a cross. In the World of Darkness however, many symbols of faith will serve a similar function. The Star of David, as well as specific deity-invoking symbols from Eastern, Native American, African, European and ancient Greek and Roman mythos are all valid in the hands of a true believer.

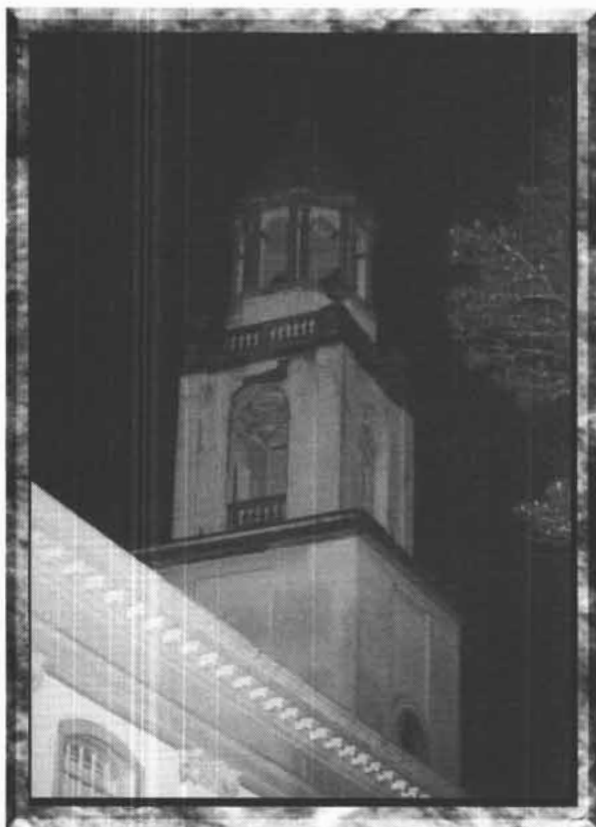
The wielding of a holy symbol involves the character speaking the phrase "In the name of ____" and brandishing the object of their focus. The object possesses its own Physical Traits (see below) and does not affect the Social Challenge between players in any way except by adding the Social Trait *Intimidating* to the Trait pool of the wielder for the length of the challenge. If used in physical combat to touch the target creature, a holy symbol will do one level of aggravated damage on contact, per round, as long as the verbal invocation above is made and the Physical Challenge won.

The character using a holy symbol as a weapon must engage in a Physical Challenge with the target character. Holy symbols lose their Traits as would any other weapon and only blessing them will restore their usefulness. Holy symbols that have been blessed in game by a priest of whatever faith will generate one extra temporary Trait. Blessings may only occur once per night. Each blessing requires the expenditure of one Humanity Trait by the blesser. Note: Objects that are used in combat as holy symbols must be specific items, not just two fingers placed together in the shape of a cross or the equivalent makeshift.

The adjectives or Physical Traits possessed by all holy symbols are *Burning* and *Searing*. Alternative Traits, or Traits for use after blessings, are *Blinding*, *Branding*, *Purging*, *Cleansing* and *Purifying*.

Blessed Weapons

It is possible for those characters who have connections within the church (of any religion) to acquire blessed weapons. Commonly, these are daggers, knives, stakes, crossbow bolts and ammunition for firearms. Blessed weapons all possess one extra Trait from the list above for holy symbols. This Holy Trait may be used only once. Each challenge in which the character bidding the Holy Trait wins, he may inflict one level of aggravated damage with his blessed weapon. If the character uses the blessed weapon but does not bid the Holy Trait, regular damage is inflicted.



Blessed weapons do not have to be wielded by those with True Faith in order to work. As a rule, they are extremely rare and very hard to come by. Those characters operating within the Inquisition will most likely carry at least one blessed weapon. Finding a priest with a Faith rating high enough (5) to pass his blessing on to an object for an extended period of time is no easy task. Any weapon can be blessed multiple times throughout the history of its use, although this additional blessing will not add up cumulatively. If a weapon is blessed 13 times and remains unused, it will only acquire the original Holy Trait. The weapon can not accumulate holy Traits at all. One must be spent for another to slide into its place. Weapons may be blessed either prior to the start of the game or during the game. An individual weapon may only be blessed once per 24 hour period and the blessing must come from a priest with a Faith rating of 5.

Relics

Relics are pieces of saint's bodies or belongings that have somehow been preserved over the centuries and are imbued with holy energy. Relics that are not frauds are extremely rare and never discovered in the United States. It is said that the Society of Leopold's Reliquary in Italy has the largest collection of relics known to humankind. They also possess an enormous library with thousands of volumes on Christianity, the occult and witch-hunting. It is rumored that the library, located at the Monastery of San Michelle has one entire, unseparated copy of *The Book of Nod*.

Relics can be as large as an altar or as small as a splinter of bone. Any container that houses a relic is known as a reliquary. Most relics are too fragile to be moved and therefore are rendered useless to most hunters. Relics may, however, possess as many Holy Traits as the Storyteller wishes to suit the story. A sliver from the True Cross would probably wield a maximum of 10 Traits, while Saint Aloysius Gonzaga's alms bowl might only possess one or two. A vampire touched by a relic would suffer one level of aggravated damage for each Trait contained within the relic. Traits possessed by relics are permanent and will not wear off or get used up.

Holy Ground

If the Storyteller wishes, she may establish holy ground somewhere in the geography of the setting. It might be a small Southern Methodist church represented by a side room or an ancient Native American burial ground represented by a wood pile in someone's back yard. The amount of attention currently paid to the place is important in determining its value as a holy site. A seemingly less mysterious location that is constantly used by people of genuine piety will have a higher Faith value than will a place in ruins and entirely unused, but more impressive due to size, architecture, or history.

Being present on holy ground will allow the character who already has True Faith to boost her Trait pool up by however many Traits the holy site is worth. A cathedral of hypocrites may have no Faith at all while a hill by a deep pond where a dedicated congregation of 25 Baptists has met twice a week for the last 30 years may have a Faith of two or three. The Vatican, because it is a site of countless pilgrimages, could potentially possess a Faith of five or six, depending on the current administration. Stonehenge might still possess a Faith of four or five. Tourism does little for holy ground; it tends to suck up the divine like a cheap vacuum. If Stonehenge were not such a tourist sight and practitioners of the old religions were allowed to practice there regularly, it would probably possess a Faith of eight or nine.

Holy ground is not something that should be common or created as an emergency escape. It should be established at the beginning of the game for those who would know of its existence and left anonymous for those who would not. Vampires may travel freely on holy ground if they are invited and must otherwise spend a Mental Trait to tread over the boundaries. A vampire who has been successfully warded off holy ground by someone wielding True Faith may not set foot on that ground again without burning a Willpower Trait for every 50 feet she wishes to travel.

Psychic Abilities

Psychic abilities are available only to mortals in the World of Darkness and must be selected during character creation. These abilities may not be improved with experience points unless a teacher is found during the course of the story. There is no ability that would take less than one night to learn, so acquisition of new abilities may only occur between stories in a chronicle (if the mortal should last that long).

True psychic abilities which develop instinctively during childhood and miraculously survive adolescence are rare. Most folks who wish to develop their sixth sense in any way have to do so consciously through reading and practice. In the World of Darkness, few possess these exceptional abilities, and if a character is so lucky, she probably possesses only one. Psychic abilities are separated into different Phenomena. Though it is possible for those dedicated to study and practice to develop skills in more than one area, they would probably not go past the basic level, nor would they progress in their main avenue until their focus returned to it.

Developing psychic abilities is exhausting and frustrating. Trial and error forces those who practice such skills to question their faith in themselves and in the paranormal. The younger the character, the more likely they are to still be able to develop new abilities and to use





their original ones without losing morale if the powers don't work. Children and adolescents are more likely to blame an outside source for their failure, while older characters tend to blame themselves. Psychic Phenomena are not instant-access powers. Concentration is required for the duration of the effect, and some sort of focus may be needed as well.

Psychic Phenomena go against a difficulty of 7 or require a challenge against the target's Mental Traits, depending on the Effect.

Clairvoyance

The character with clairvoyance may, after putting herself into a trance, see, hear and otherwise perceive information from situations in which she is not present. This is a tricky Numina in a **Mind's Eye Theatre** setting because it involves the character using her senses at range. No matter how advanced the clairvoyant is, she is merely an observer and may not affect the events she witnesses in any way. Clairvoyance is magically undetectable and also immune to **Auspex**. Mechanically, it is easiest if the player goes to the actual sight of whatever she wishes to perceive. See the Troubleshooting Numina section at the end of this chapter for ways of dealing with this specific Numina.

A Static Mental Challenge (difficulty determined by range) Must be made in order to succeed.

Short Range (less than a mile)	4
Medium Range (up to 100 miles)	6
Long Range (over 100 miles)	8

Basic

Secret Glimpses

The clairvoyant, in the early development of her skills, can only see at range. No audio accompanies her visions at all, except the white noise inside her head. Visions last up to two minutes, and the clairvoyant must have previously seen the area or individual she wishes to psychically reach. The clairvoyant must be somewhere quiet and rest in a comfortable position, either sitting or lying down. Trance will take from five to ten minutes to occur.

Intermediate

Whispers of the Hidden

At this stage of development, the clairvoyant may focus her attention for up to 10 minutes and hear diminished sound, as if all parties involved were whispering. This will allow the clairvoyant to grasp the gist of the conversation, but not understand every word or sentence. Asking the characters who are speaking to whisper audibly while the clairvoyant stands five to six feet away will approximate the conditions of the vision. Trance takes five minutes to achieve and the clairvoyant must be physically passive, sitting or lying down.

Advanced

Visions of Beyond

The clairvoyant may now see any unwarded place or individual. She may have visions which last up to 20 minutes and may hear what is happening in her vision without hindrance. Trance takes three minutes to achieve and, as before, the clairvoyant must remain physically passive.

Divination

Divination is the art of fortune telling. Skills in this power allow the character to uncover clues, discover personal information and make general predictions based on the process of asking a specific question and/or performing a specific physical activity. True divination is just as its name implies — divine. The discovery of information through this method requires a certain amount of natural or cultivated psychic sensitivity to tap into the higher consciousness of the querent (the person for whom the character is doing the reading), to invoke one's own higher self or to somehow tap into a force of higher energy.



The combination of psychological interpretive skills and psychic openness allows a few gifted mortals to perceive the truth through divination. For each level of Numina the character purchases, she may choose one form of divination to practice. Tarot cards, I Ching, tea leaves, dice throwing, runes, playing cards, crystal ball or any other method may be chosen to reflect the style appropriate to the character. These tools may either be pure roleplaying props — unnecessary to the actual power, but a nice touch that provides a visual aid, or the psychic may be required by the Storyteller to procure her preferred method whenever she uses her powers. In that case, the actual tools or an item card representing them must be in the psychic character's possession in order for her to use her divination abilities.

Basic

Query

With this ability, the character has only a limited knowledge of the art of divination and has only learned to acquire basic knowledge or to answer a simple question. By winning a Simple Test and spending one Mental Trait, the character may discover answers to a simple yes or no question. If a Storyteller is involved, an idea to enhance the roleplaying is to have the character initiating the challenge (and any other characters nearby) close his eyes so only the Storyteller sees the outcome and responds to the yes or no question in kind. Most psychics are convinced their answers are correct until proven wrong, and no one else really knows for sure.

Intermediate

Insight

As the character progresses in her studies, she learns to divine more complex answers. Now, in addition to yes and no answers, she may also determine and interpret situations. By spending a Humanity Trait or engaging in a Static Mental Test, the character may gain insight into as many as five specific facts surrounding a given situation. For example, the head of the Pentex corporation comes to the diviner and asks the question, "Will my current business deal be successful?" The diviner has him drink his cup of tea or shuffle the cards and replies, "As I see it, no." The businessman would like more information. The diviner concentrates for a moment and explains that he will have two separate groups opposing his actions in the deal. She can also determine that someone involved is lying, and the way for him to change his destiny and achieve success in this operation has something to do with stopping some kind of scientific study his company is funding. At this point she must spend another Mental Trait to divine further information. At this level, the diviner cannot get much more specific than these general sorts of situational clues.

Advanced

Sapience

At this stage, the character is an expert diviner. With the previous two required skills under her psychic belt, she can now, by winning a Simple Test and spending a Mental Trait, acquire up to 10 specific facts about an individual or situation. The individual does not have to be present or even an acquaintance of the diviner. She may determine facts such as specific names and dates, as well as intentions (whether someone's are good or bad for the querent) and various situational information. The information at the diviner's disposal is very much a matter of asking the right questions, and Storytellers may feel free to use their discretion in answering exactly the question asked rather than volunteering unrelated facts.

Telekinesis

Telekinesis allows the character to project her will and move objects with the power of thought. The character must expend a Humanity Trait or engage in a Static Mental Test in order to actuate this power. If the character seeks to move something that is in another character's possession, she must then engage in a Mental Challenge against that person. To first pick up an object, it must be within the character's line of sight. It does not have to remain within the character's line of sight once she has lifted it, however.





Basic

Tip the Scales

At this level of ability, the individual may affect small, nearby objects, lifting, throwing or bending malleable ones (such as spoons). Individuals may lift no more than two objects or a total weight of 10 pounds. To utilize objects as thrown weapons, the individual must engage her target in a Mental Challenge. Gesturing helps.

Intermediate

Phantom Arm

The individual may now handle an object in the next room and throw it around. Any object of less than human size and weight may be lifted and moved or small manipulations (flicking a switch, pushing a button) made. Live targets may now be moved as well, though they must be animal in nature, not human or supernatural. Note that the psychic could lift a lion, but unless she had some other way to get the lion out of its cage, the psychic could not then "throw" the lion at a target so that the lion would attack. At most, four objects totaling no more than 70 pounds may be moved, but their movement is slow and they cannot be used as thrown weapons. The player must expend a Mental Trait and win a Simple Test in order to be successful.

Advanced

Floating Form

Human-sized objects and creatures, including humans and supernatural beings, may now be moved using this power. Intelligent beings may resist, if they so wish, by engaging the psychic in a Mental or Physical Challenge (whichever is the better for the target). Anything within a 200 foot radius of the psychic may be moved, so long as she can initially see it and it does not weigh over 300 pounds. The individual may pick up as many objects as she has Mental Traits and may use them as thrown weapons (one at a time) by initiating a Mental Challenge against her target. More delicate manipulations (undoing a zipper, unloading a gun, pouring champagne) may now be attempted as well. This requires a Static Mental Challenge with the difficulty determined by a Narrator.

Telepathy

Telepathy allows the character, with concentration and the expenditure of Humanity Traits, to read the minds of those she can see. If the character is blind, she must hear or touch people to read their minds.



Basic

Emotional Contact

The character may, by using the Emotional Contact Ability, perceive another's emotional state. This is not visual as in the vampiric Discipline Aura Perception. It allows the player to perform a Mental Challenge and, upon winning, request that the other character explain his current emotional state. The character should not explain why he feels a particular emotion, only that he is experiencing it.

Unheard Thought

This Ability allows the mortal to perceive a thought that remained unsaid. In order for this ability to work, the mortal must be standing in silence next to someone else who is also silent. The mortal may then ask, "What did you say?" and engage in a Mental Challenge to determine whether or not she "heard" the last sentence thought by the other character. In order to initiate the test, the mortal must ask either the above question or a question referring to what she thought she just heard. This also serves to help the target character to confirm or specify which thought the psychic character is asking him to repeat. One sentence is about the limit of this Ability.

In game terms, this Ability might allow the telepath to "hear" someone's involuntary thought which occurs as a response to someone else's question, however, silence is necessary for this Ability to work. If used in an interrogation situation, the telepath would be unable to hear the subject's thoughts as long as someone in the room was speaking.

Intermediate

Thought Process

The mortal may, by engaging in a Mental Challenge with the other player, tune in to his or her thoughts for as long as she concentrates on them. The mortal will have access to the basic thoughts of the character to whom she is directing her attention. She will not be able to hear outside conversations, even though they are present in the room. The thoughts of her target drown out all other sounds. Using telepathy is a lot like using a radio. The user can only tune in to one station at a time. If the telepath is listening in on someone's thoughts, she effectively "tunes out" the other stations or regular conversation. The mortal will appear to be in a trance-like state because of the concentration required, and the link will be broken as soon as someone tries to distract her from her focus or her physical person is touched or moved. The character using this Phenomenon must be in the physical presence (within 20 feet) of the target. This is very draining to the psychic, and she may not keep concentrating in such a fashion for more than 10 minutes at a time.

Advanced

Unseen Contact

The psychic may access the thoughts of someone just as he did in Thought Process, only he does not have to be in the physical presence of the person. He must win a Mental Challenge to effect this Phenomenon. At most, five minutes of thoughts may be overheard in this fashion.

Implant Thought

By spending a Mental Trait and winning a Mental Challenge, the mortal may insert one of her thoughts into the mind of anyone she chooses. This takes tremendous concentration and is not instantaneous. The mortal must stay still and concentrate for two minutes to "send" her thought, which must not exceed seven words. She does not need to see the target, nor does a challenge need to occur, but the closer the telepath is to the target, the easier this becomes. This Ability is most commonly used in emergency situations when the telepath is calling for help.

Vampires using Auspex may engage in a Mental Challenge with a telepath who is listening in on them to see if they notice an intrusion. With the exception of Implant Thought, telepathy is very passive and most people would not detect it at all. It is difficult to trace, but the concentration on the part of the mortal might give her away to an observant target. Also, individuals with True Faith may engage in a Simple Test to recognize that implanted thoughts are not their own, if the thought contradicts what the character with True Faith believes. Other psychics may defend themselves by engaging in a Mental Challenge with the aggressor or may elect to have a Storyteller perform the challenge in his stead in order to conceal his Abilities. If the defending psychic is successful, the aggressor knows nothing except that her power failed.

Special Abilities

In the realm of Psychic Phenomena, there are many individual Abilities which occur only at particular times or under specific circumstances. They can happen to anyone and usually to those who least expect or desire them. This category of Abilities comprises several psychic Numina options. However, since each is quite potent and always effective, it is the *only* Numina possessed by the character. In other words, if a Special Ability is chosen, the player may not choose any other Numina at all during character creation. Special Abilities cost three Negative Traits to start and may not be purchased with experience.

Send/Receive

This Special Ability allows a pair of people to have unlimited telepathic communication. If they are in the physical presence of each other they can have full conversations telepathically. If they are not in the physical presence of each other they will always know the others

basic emotional state and be able to hear seven to ten word sentences. Mechanically, it is recommended that any pair or players who wish to use this Ability should probably bribe a friend to be their go-between when they “talk” at a distance (or buy a pair of walkie-talkies) because no Storyteller will have time to effectively carry it out. While their telepathic communication is in effect, neither will be able to hear conversations or other usual noise around them. This Ability is recommended for siblings, mates and children, but is certainly available if any two characters have spent time consciously practicing for a number of years. This Ability must be purchased by both characters and is unlimited in use. It does not cost anything to activate it.

Unconscious Telekinesis

When a character becomes overly emotional about anything, things around him begin to break. A glass may knock itself off the table, a car headlight may smash. The character may not control what breaks, nor is he aware that this weird thing that happens around him is a result of his untrained instincts. Big things like wires snapping in a piano or windows shattering may also occur depending on how afraid, angry or emotional the character becomes. This is completely uncontrolled by the character and can be channeled in no way.

It is recommended that a separate player, who does not exist as a character in the reality of the game, accompany the unconscious telekinetic and alert the group to strange occurrences by making decisions about when they happen (usually by asking the character how she is feeling or by conscious awareness and observance), then describing to the group what moves or breaks. Alternatively, the accompanying narrator may act as a special-effects person. The Storyteller may not even wish to inform a character of his uncontrolled Ability, just bribe a friend to be the unseen presence, as it were, and watch the effects. See the Advanced Storytelling section in this book for more information on such helpers.

Uncontrolled Pyrokinesis

The character unconsciously starts fires when in an overly emotional state. She cannot control where the fires start. Usually only easily-flammable objects will light up—a pile of newspaper, a heap of dry garbage or dollar bills in someone’s pocket, for example. The rules and conditions above apply in exactly the same way for uncontrolled pyrokinesis as they do for uncontrolled telekinetics. The character with the Special Ability may not control it in any way and it is best to have an unseen presence player handle the effects. He should be observant enough to see when the character becomes genuinely emotional. This type of Ability is excellent for Narrator characters whom the Storyteller is setting up to be sympathetic in the end. This could be a character who seems really out of control.

Terrible things happen when he’s around, but it is actually part of the plot for the characters to figure out his Ability and save him from the true antagonist who has been manipulating him all along. Anyone attempting to perceive the aura of fire created in this manner would simply observe it as regular fire, not magical.

Note: Any uncontrolled Ability relies to a certain extent on the character’s Humanity. As the Humanity lowers, the Ability may lessen or even get so repressed it goes away altogether. Many of the above uncontrolled Abilities could be trained over time by the character, should she be lucky enough to find someone who recognizes her potential and has the knowledge to train her. Uncontrolled Abilities add a wonderful chaos factor to a story for all players involved if they are carried out by an “unseen presence” who has discretion as well as a good sense of humor. Also, the process of training an uncontrolled Ability can make a chronicle game more consistent and real for a mortal character, since it gives them an immediate, playable, necessary goal to be achieved. After all, being aware of one’s Ability hardly means one is in control of it.

Hedge Magic

The art of Thaumaturgy that is accessible to regular mortals who do not fall into the realm of mages, mummies or infernalists is considered Hedge Magic. It is low magic and requires some kind of ritual or focus to work. Hedge Magic is the sort of magic used to give a Gypsy a good name or a bad reputation or that can bring a good lover or hex a bad one. Some call it wise lore; others believe it is divinely inspired and refer to it as Theurgy, but whatever it is called, it is the sort of magic that most people don’t believe in.

Mortals in the World of Darkness possess four main reasons for wanting to perform magic: to acquire, be rid of, change or protect something or someone. When purchasing Hedge Magic during character creation, mortals may choose either to purchase only one Path and advance through Negative Trait exchange, or to purchase the beginning levels of more than one Path with Negative Traits and advance through experience. If the latter method is chosen, the character is limited to Basic rituals in all Paths until taught more in character or until experience points are spent between stories.

Most rituals cost one Mental Trait and require a test. Some rituals are stated otherwise and may require the expenditure of Humanity Traits in addition to or instead of Mental Traits. All Basic rituals take 30 minutes, Intermediate rituals require 45 and all Advanced rituals take at least one hour, unless stated otherwise. Storytellers who are running particularly short games may choose to alter these times to suit the needs of their story.



Conjuration

For all intents and purposes, this Path is basically the same as the Psychic Phenomenon **Telekinesis**. The same effects may be performed at the same levels. The one difference in the two is that with conjuration, the wizard may elect to pre-prepare objects and people (at the appropriate level) so that they may be moved at need. When the objects are readied ahead of time, conjuration may be used more like teleportation than simple levitation and manipulation. Things may even be removed from within closed spaces. Thus, a sword left in the wizard's closet, but prepared in advance might be summoned to her hand or a pre-prepared comrade popped out of a fight he cannot hope to win. Each use is separate. Preparing something in advance must be done within game (see time costs above) unless arrangements are made with the Storyteller beforehand. Wizards are limited to three prepared items per game session.

It is also possible to manipulate an object without moving it, creating effects such as the Indian rope trick, spinning coins or making objects vanish (back to a pre-prepared place).

Items and persons "conjured" in this fashion do not become magical themselves. Once used, any prepared object or person must be "re-set" before the magic can be used again. Only one object can be conjured at a time.

Cursing

One of the oldest known forms of magic, a curse is intended to cause trouble for or harm someone who has offended the wizard. The wizard decides what effect he wants his curse to have (within his ability), spends one turn per level building up his malice and ill will, then discharges it in some cathartic fashion (a scream, a dance, etc.). This calls for the expenditure of a point of Willpower. He then engages in a Mental Challenge with the target of his ire. If he succeeds, the Storyteller determines exactly what form the curse takes or how it unfolds. Curses are rarely instantaneous; they usually occur almost coincidentally whenever circumstances allow. They subtly nudge things or people already in motion towards fulfilling the caster's desire toward the target, and may take weeks or even months to be realized.

Supernatural creatures may be cursed, but they can resist the effect by expending a Willpower Trait, but must be made aware of the curse in order to do so.

Basic

Inconvenience

A brief inconvenience (dropping an object, saying something stupid, breaking a treasured object) or a minor injury or illness which does no lasting harm (cutting oneself, slamming a finger in a door, getting a migraine) can be inflicted at this level.

Intermediate

Misfortune

At this level of ability, the wizard may cause serious injury or illness (gunshot wound, broken leg, influenza) or a misfortune that has lasting effects (broken friendship, political incident, house burned down).

Advanced

Great Curse

This causes either a lasting, debilitating illness (stroke, heart attack, Alzheimer's) a terrible calamity (family murdered, all material wealth lost, object of country-wide manhunt) or death. If the wizard intends death for her target, she may use all her Willpower and Humanity Traits in one big blowout to power her curse. Having expended everything which gave her the power of magic, she will then either die herself or live on as a mindless vegetable. The character must be turned over to the Storyteller.

Ephemera

This Path allows a medium to contact spirits. The nature of the spirits contacted depends upon the rituals the medium knows. One group of rites allows congress with natural spirits, while others breach the barrier between the living world and the Shadowlands. Note that even the medium herself might not realize which spirits she deals with. Amateur mediums frequently get themselves in trouble this way, opening themselves to Banes or worse.

Mediums open themselves up into spirit channels. Those spirits, however, have minds of their own. If they have some reason to mislead, possess or abuse the magician, they may try.

Thankfully, these magicians have some defensive Rituals to help them out if the spirits are unruly. Wise mediums are versed in the practices of Warding and Forbiddance.

Basic

Open to the Unknown

The medium opens herself to spirits she can feel moving and even get their attention with a successful test. What the spirits do is up to them. This is a dangerous but necessary phase in a medium's path.

Ward

Warding protects an area from ghostly intrusion. By using some precautionary charm (an intricate chant, a prayer, painted sigils, iron nails, sprinkled salt, smudging with incense, etc.), spending a point of Willpower and engaging the spirit in a Mental Challenge, the medium can block wraiths and other unwanted spirits from entering an area for one game session.



Intermediate

Spirit Call

The medium may now call upon a spirit she knows, identify unfamiliar spirits as to their general type and summon them in order to interact with them. Spirits thus called will perform one service for her if she defeats them in a Mental Challenge.

Forbiddance

Forbiddance immediately drives a wraith from an area. By defeating the spirit in a Mental Challenge and expending one Willpower Trait, the medium can push a ghost from her immediate area. A willful wraith can oppose this ritual by spending one of its own Willpower, but must otherwise flee until the medium has left.

Natural spirits may be summoned and dismissed in the same manner by adjusting the ritual slightly. At the Storyteller's discretion, these powers may be useful in holding such creatures as werewolves and changelings at bay.

Advanced

Pierce The Veil

The medium can pierce the veil between worlds and actually see and hear those ephemera around her. Most spirits respect her for her insight and ability. Some come

even when she doesn't call! The spirits of nature and the dead know her name and respond. No test is needed unless the spirit is unwilling to help.

Dolor

The medium can punish or banish spirits who displease her. When the medium engages in a Mental Challenge with the spirit, she may elect either to inflict damage or to try to banish the spirit. A Health Level will be inflicted each time the medium succeeds in a Mental Challenge against the spirit; to banish it, the medium must expend a Willpower Trait and win a challenge.

Healing

This Path allows a magician to quell pain or even heal small injuries or illnesses. Such healing is not a miracle cure-all; it takes a long time to treat an illness or injury and longer still for the patient to fully heal. Magical healers often have a strong sense of duty and compassion, and the traumas of the World of Darkness can use up such people long before their time. Healing may be accomplished through a Static Mental Test. Each ailment treated costs one Willpower Trait to affect. This Path cannot heal aggravated wounds.



Basic

Soothing Touch

The healer can soothe a headache, backache, sprains, migraines, flu and minor infections easily, as well as helping broken bones and nasty wounds heal twice as fast as they normally would and without infection. The healer can help an Incapacitated character to her feet and get her moving, though he cannot heal the injuries.

Intermediate

Cure All

Chronic diseases are not beyond the healer's care, although healing them will take hours or weeks. Broken bones and severe trauma will heal 50% faster than normal, and the healer's touch banishes all but the worst pain. An Incapacitated character may have two Health Levels restored through the healer's ministrations.

Advanced

Hands of Healing

With effort, the healer can cure deadly conditions — AIDS, cancer, meningitis, stroke — though it takes a lot out of her and requires weeks of treatment. When these diseases go, they're gone for good. Broken bones and major trauma heal almost instantaneously (really complicated ones take one to three weeks of care), and infection poses no risk as long as the healer is on the job. The healer may restore up to three Health Levels to an injured patient.

Herbalism/Brewing

This elemental Path allows a wise person to brew natural ingredients into potions, salves, oils, incense, poultices, stews and powders with real potency. Herbalism demands a certain investment of time, effort and material. Only the right ingredients will do! Potions and such take one hour per level to concoct, and each is good for a single use.

Victims of the darker variety of herbalism should be allowed to resist the effect by initiating either a Mental or Physical Challenge against the herbalist. Herbalists may make a Static Mental Test to see if they have successfully created the brew they intended to make.

Basic

Minor Tincture

Enables the herbalist to concoct poultices and brews which let one sleep (or keep one awake), cure minor illnesses and pains, avert or confer pregnancy with 100% certainty, radically alter a person's mood, discourage or attract animals or insects, induce or cure intoxication with a few sips and other such minor effects.

Intermediate

Potent Concoction

These can put people to sleep with a pinch, reduce the effects of deadly poisons and serious illnesses, speed recovery of open wounds and broken bones by 50% or more, put folks into light trances or randy moods and perform other obviously unusual functions with amazing speed. Brews and items created with this level of herbalism can accomplish some obviously unearthly things such as adding one or two Physical or Social Traits for a scene, clearing up an infection in a few minutes, aid recovery from life-threatening illnesses and such.

Advanced

Magic Brew

These are the magical potions of legend — sleeping potions, love oils, deadly poisons, healing salves, instant cures, all-night aphrodisiacs, flying ointments and other impossible (or at least improbable) solutions. Such potions, if they work (expenditure of a Willpower Trait is mandatory to even make a test), allow the imbibers to defy conventional reality for a scene or two. With such a brew, three to four Physical, Mental or Social Traits may be added for a scene or two or for the duration of the session.

Purification

The focus of this Path is the ridding of bad influences. It is a very powerful Path in the hands of a hunter and is one of the preferred Paths of the Theurgists of the Society of Leopold. It must be noted, however, that many of the Society's practitioners are unaware of the true nature of the spells they are casting, believing that they are "casting out demons" and such when in fact, they are ridding a vampire of a Beast Trait, for example. All of the spells cost one Humanity Trait instead of a Mental Trait to invoke and many also require a test of some kind. The idea of purging the world of evil in one way or another is definitely a function of Humanity in the World of Darkness because of its inherent value and selflessness. All characters who wish to pursue this Path must have at least one Trait in True Faith.

Basic

Cleanse Object

By using this, the character may clear an item of any evil influences. It requires a Mental Challenge to do so, but a Humanity Trait will be risked instead of a Mental Trait. The character may attempt to break any previous magical protections, wards or assignments over the object. By assignments, it is meant that if the item was magically enchanted to do something, the caster may attempt to

shatter this influence. Truly potent magical items can often overbid the newbie purifier. The caster must be in possession of the item and lay her hands on it in order to perform this spell.

Intermediate

Banish Taint

This Numina allows the mortal to attempt to banish the taint of evil from another character. Specifically, the character being purified will be relieved of one Beast or Path Trait for the remainder of the night. This does not work on regular mortals. A Mental Challenge must occur with a Humanity Trait at risk instead of the Mental Trait.

This spell must be performed within a circle. If the caster loses the test, the Trait is still banished, but it immediately becomes the property of whomever is nearest, but not inside, the circle. Even if the nearest individual is 10 miles away, the banished Trait will find its way there. The receiving character must, naturally, play the Beast or Path Trait as if it were her own. The Storyteller should explain her new "feelings" to her. The race or supernatural status of the character is entirely inconsequential. If the character already possesses said Trait, she may no longer engage in a Static Test to see if she may resist the frenzy.

Advanced

Exorcise

This Numina allows the mortal to rid someone of a being possessing him. A Thaumaturgical exorcism requires a circle to be drawn and 12 candles, all white, to be lit around the edges (item cards do well for this). The caster must speak her intention, "With this spell I do exorcise the forces of evil from this hapless victim," then perform a Mental Test (Humanity vs. Mental) with the creature the caster is attempting to exorcise (not the victim of the possession). If she wins, the skinriding wraith or other possessing entity will be driven permanently from the subject. If she loses, the exorcism fails. Another exorcism may not be performed again until the caster has had either three hours of uninterrupted rest or until the next 24 hour period has passed. If the caster attempts another exorcism within 24 hours, she will be down two Traits on all accounts. Note that all practitioners of this Path must possess at least one point of True Faith and therefore must also restore their Faith before attempting to redo an exorcism.

Exorcise the Beast

This extremely powerful Thaumaturgic exorcism allows the caster to attempt to exorcise the Beast from any vampire. The caster must create the 12 white candles circle as per the regular exorcism and have both herself and the vampire inside. She must also speak her intention as above. This spell can result in three basic responses from the subject: Golconda, the state of vampiric nirvana where the Beast is no longer in residence in the soul of the vampire; torpor for two weeks

after which the vampire will rise with five Beast Traits or the desire to destroy and feed, feed, feed; or complete madness wherein the vampire will be struck with five Derangements which she must begin to play immediately. In the case of Golconda, the exorcism has been a success. In the case of torpor, the exorcism will appear to be a success. In the case of madness, the exorcism has gone completely awry, and the vampire will probably tear the exorcist apart before proceeding elsewhere. It is also possible for nothing to happen at all and for the exorcism to fail completely.

Here's how to determine what happens. After the Mental Test (Humanity vs. Mental), the Storyteller should compare the number of Humanity Traits possessed by the mortal to the number of Beast or Path Traits possessed by the subject. If the mortal won the test and/or the ensuing overbid, the vampire reaches Golconda by virtue of the purity of her exorcist. If the mortal wins any test and the vampire has no Beast or Path Traits, she will also reach Golconda through this ritual. If the vampire has a quantity of Beast or Path Traits equal to or greater than the mortal's pool of Humanity Traits, then madness is the result because the Beast inside the vampire has been severely agitated. If the vampire wins the initial test, nothing happens, and the mortal is left with either impending death or a severe question of Faith. If the vampire loses the initial test and calls for an overbid and loses to the mortal, madness results. If the vampire loses the initial test and wins an overbid, then torpor is the result.

This advanced spell takes one hour. It is recommended that all exorcisms be thoroughly roleplayed since they are so climactic and exciting. A Storyteller must be present.

Summoning, Binding and Warding

Although this is a legitimate magical Path much practiced among those of darker bent, it is best left to the realm of Narrator characters. For those who seek to incorporate it into their *Mind's Eye Theatre* games, a complete explanation is included in the *Mage* supplement *Ascension's Right Hand*.

Troubleshooting Numina

Players often have to undergo situations like the following:

"You can't go in there."

"I'm not really here. I'm using Clairvoyance to see inside the room."

"Wait. We have magical wards up on the doors; you couldn't see in unless we knew about it, and we wouldn't let you."



"But my Numina is undetectable, and it's not affected by the wards."

"We'd better get a Storyteller. I'll stop the scene inside and wait for this to get resolved."

These are the sorts of situations everyone hates and everyone encounters. A few definitions can help resolve the confusion so that things like this can be avoided.

- Psychic Numina are not magical in any way. They are products of extra sensory perception and will not be detected as magic in anyone's aura. They are effectively warded away by most magical shields set up to cover, hide or protect an area, object or individual from observation or intrusion.

- A Mental Challenge must occur to psychically locate or envision an individual using Unseen Presence. A clairvoyant would not be able to locate or detect a person using Cloak the Gathering or Soul Mask.

In the above scenario, the Storyteller who arrives on the scene should explain to the characters inside the room that they have detected nothing, and explain to the mortal that Numina can be repelled by magical wards.

The mortal might be allowed to engage in a Simple Test to break through the ward, if that is her objective. Wards can often overbid characters if they are established by some character of great power and these details should be clarified before the game begins. In the above case, the vampires never notice the clairvoyant, and the clairvoyant is unable to perceive the events inside the room. If she wins her test against the ward (assuming the Storyteller agrees that it is appropriate to perform said test), then she will take the damage from the ward and perceive whatever her ability will allow her to. The vampires remain oblivious to the psychic spy.



Chapter Five: Shadows in the Light

*Be you still, be you still, trembling heart;
Remember the wisdom out of the old days...*
— W.B. Yeats, "To His Heart, Bidding It Have No Fear"

Supernatural Antagonists

Werewolves

Though the opposition between werewolves and vampires is not unexpected, werewolves never fail to be exciting as antagonists. They are combat gods in comparison to most vampires, and their philosophic code of ethics can easily entangle them in vampire-oriented plots and subplots. It is their mission to prevent the Wyrms (the Garou embodiment of corruption) from winning the battle between good and evil and to protect their Mother Gaia from destruction and corruption. Those who have become the Kindred of Caine, needing to destroy in order to survive, have been deemed "of the Wyrms" and therefore mortal enemies of the Garou. One tribe of werewolves has

been corrupted by the Wyrms, and is believed to be its servants. These are known as Black Spiral Dancers. Many Black Spiral Dancers are allies of the Sabbat. How the antagonism between vampires and werewolves was initiated is difficult to say. The Garou sought to destroy the Wyrms, vampires enmeshed them in one plot or another and both sides thirst for revenge.

Most vampires would be quite excited to retain Lupine allies or retainers if for no other reason than their awesome warrior capacity. The Crinos form (the enormous, man-wolf body) gives the Garou an incredible capacity to both inflict and receive damage. Werewolves may also travel in the spirit world (known as the Umbra), a place inviolate by vampires. The Garou accept no alliances with the Wyrms, and woe to those who would attempt to manipulate them; they do not suffer such humiliation in silence. For more information on Garou society and how to craft a werewolf character, see the *Mind's Eye Theatre* supplement, *The Apocalypse*.



Wraiths

When death finally comes upon us, if we are lucky and have resolved the important issues in our lives, released our Fetters (those things and people that bind us to our past lives) and found within ourselves a realization that our lives have come to a close, we will quietly pass on to Transcendence. If not, we become wraiths. Wraiths refuse to embrace the lessons they lived their lives to receive. Wraiths are creatures caught between worlds, wishing for resolution and final peace, but too fearful to let go of life, even if it is just a shadow of itself.

Wraiths can be fearsome antagonists because of their passion. They are creatures with enough will and desire to stop the flow of nature and continue to pursue what they left incomplete. They are often frustrated. They can be hostile. And depending on how much power they have amassed in the Shadowlands, they are also dangerous.

Wraiths can be incorporated into your story as Narrator characters, either as primary antagonists or a secondary accomplice to the adversary in your story. They affect the spirit world much more readily than they do the physical world, but possessions, hauntings and dangerous materializations do occur. Wraiths are excellent antagonists for a story with many layers, where the characters should not discover the truth of the bad guy until the very end of the game. Some ideas for using wraiths as primary antagonists include:

- The deceased was familiar or close to the players and asks for their help to release her Fetters. In the course of their action, they discover that there is a darker purpose behind her intentions. They do not want to injure their former friend, but must find a way to overcome her obstacles. Perhaps it is a wraith who is only pretending to be their former associate and is really looking for more souls to sell in the Stygian slave market (one of the Underworld settings of *Wraith: The Oblivion*).

- Unbeknownst to the other characters, one among them has been possessed by a wraith. The possessed character could be either a player or Narrator, depending on the goals of the story and if being possessed would be fun for the player involved.

- The wraith was once a hunter who still has it in for the vampire or vampires who slew him or can't give up searching for the one that got away.

- A wraith wishes to save her beloved from the clutches of his vampire master before he is Embraced into the life of the Damned. This can create tremendous conflict, especially if the beloved wants to be Embraced.

Finally, wraiths offer endless options to all Giovanni chronicles oriented around summoning and other necromantic practices. One simple flub on the part of the summoning character could result in a situation that is gripping and involving for the rest of the night. Mummies and wraiths could be compatible antagonists as well. More information on playing wraiths is available in the upcoming *Mind's Eye Theatre* game *The Oblivion*.





Mages

It is beyond the scope of this book to outline mages as adversaries; the subject is simply too complex. It is suggested that Storytellers and players wanting to include mage characters adapt them from **Mage: The Ascension**. The almost unlimited effects mages can create through combining Spheres of magick make them deadly and unpredictable opponents. Those interested in portraying magic-wielding characters should consider playing hedge wizards (see Chapters Three and Four).

Mummies

Mummies have an immortality far different from that of vampires or faeries. The ritual which created mummies has actually deprived them of the ability to permanently die, rather than given them the ability to physically live forever. Mummy characters go through cycles of death and rebirth similar to those of reincarnation, except that the mummy always returns to the same physical body upon rebirth. The cycle of living in the physical world, physically dying, living in the spirit world, and rebirth have been repeated for millennia by the select few men and women from ancient Egypt who were blessed (or cursed) by the spell of Isis and Anubis or Set's perversion of it.

— **World of Darkness: Mummy**

Mummies are extremely old and incredibly powerful. Few know of them, but those who do maintain that each mummy holds magic potent enough to destroy all vampires. Some say they are simply moldy old kooks. It is likely that neither of these extremes are true, but who can say?

The value of mummies as antagonists comes more from their personal habits than from their supernatural beings. Mummies tend to stay out of other creatures' business, but do not hesitate to destroy what stands in the way of their goal: The complete annihilation of Set and all of his minions. Mummies are excellent for stories in which the Storyteller wishes for a happy ending as opposed to a violent one. You can't destroy a mummy permanently, nor can you prevent them from returning to the mortal world (which opens realms of possibility for a rematch). You can trap them, capture them, restrain them from destroying your valuables (like allies, packmates or havens) and help them solve their age-old psychological problems.

Because of their repeated lives, they habitually suffer cases of amnesia. Some cases are very minor, such as forgetting how to cook or write fluent Latin, while some are more serious. For example, a mummy may wake from a hundred year sleep and believe that you, the first creature she sees, killed her last incarnation. Or she may wake, and after a week of feeling a bit lost, realize that you were the one who Embraced her mortal lover in 1759 and effectively stole him. Naturally she will want revenge.

Secrets of Creation

There are 43 mummies in the world who were created by the spell of Isis and Anubis. After acquiring the spell himself, Set created seven more, known as Bane Mummies. Bane Mummies are detailed down to their names and attributes in **World of Darkness: Mummy**. There may be others, but for the purposes of this book we will deal with the original 43.

Isis and Anubis created each mummy in ancient Egypt for a specific reason. They sought those of noble heart and strong will who would be willing to spend the rest of eternity battling their nemesis, Set, until his destruction.

Each mummy has one very closely kept secret: her true name. Every mummy has three names: her current name (whatever she goes by in this incarnation), her known name (the name she was called in her first life and the name by which all other mummies will recognize her) and the true name which is seldom revealed even to the closest of friends. It is this trilogy of names that forms a very essential part of the mummy's personality and keeps her in touch with her ancient past.

Mummies are generally loners, having only a few, intimate friends, but some have been known to ally themselves with the Children of Osiris, an obscure group of vampires who seek to destroy all those created by Set, the archenemy of their sire. It is said that some mummies travel to the temples of the Children to rest between lives because they know their bodies will be safe and well cared for there.



Fragments of the Soul

Death was a vital part of the culture of ancient Egypt, and the rituals surrounding death were both beautiful and complex. The Egyptian view of the soul was primarily responsible for this. Ancient Egyptians viewed the soul as having nine parts. There are three that are essential to the existence of each mummy.

Sekhem

This is the part of the soul that controls how much power the mummy has to work magic, an inner elemental force that is the equivalent of magical willpower. It only comes into play when the mummy is attempting to work some sort of spell. Sekhem Traits can be spent like Mental Traits or Willpower Traits, but only when magic is being invoked.

Ka

This is the guardian spirit of the mummy which is responsible for protecting the mummy's body while she is dead.

Ba

This is the part of the mummy's soul that travels among wraiths. The ba is effectively the wraith of the dead mummy. A mummy dies when all of her Ba Traits are gone, and she may not die until her Ba Traits have been depleted. For every Physical Trait possessed by the mummy, she receives one Ba Trait at character creation. For every two Mental and Social Traits the mummy receives one Ba Trait. In other words, a mummy who has seven Physical Traits, eight Mental Traits and nine Social Traits (24 traits total) would have 15 Ba Traits at the beginning of the story.

Losing Ba

These two mystical qualities are important for mummies because of their heritage. The gain of Sekhem is the magical goal of the mummy because it strengthens her will to use magic. They avoid ba loss at all times because once it is gone, they die. Again.

- One Ba Trait may be lost whenever the character loses a challenge made while casting a spell.
- Any time a spell which does not require a test is cast, the mummy must win or tie a Simple Test to keep a Ba Trait

Losing and Regaining Sekhem

If the mummy fails at any given spell during the game, she only loses half the Sekhem Traits she initially bid. Sekhem is spent to power magic and is nonrefundable until the next night, if one-half hour is spent after the game begins and before the character joins play, when the mummy may meditate uninterrupted. Half of the lost Sekhem may be recovered in this manner. For example, a mummy has 30 Sekhem Traits at the beginning of the story. By close of play that night, she has lost 20 Sekhem Traits. By meditating for one half-hour before joining play after the game has begun the following night, she may regain 10 Sekhem Traits.

Using Ka

The way to use the ka in Mind's Eye Theatre is either to find a player or Narrator-character to volunteer to stay with the corpse of the mummy and protect it. Alternatively, the player whose mummy character just died could also portray this guardian spirit. The ka is a sort of half-wraith, who is incapable of traveling in the spirit world and who is bound within 500 feet of the mummy's corpse. The ka can affect the physical plane in a limited

fashion, like a poltergeist, and can be adjusted for the needs of the story. The ka can be useful if the characters are discovering a mummy's tomb, uncovering a mummy's corpse or violating a resting place, like a museum, mausoleum, old attic or dusty basement.

The players will be unable to see the ka spirit. The Storyteller might consider having the Narrator-character ka dress with some special sign, wear an armband, mask or a gray sweat suit (anything that will not be common among the characters), and inform the players that anyone they see with such garb is invisible. This can be very effective when the ka picks up some object and moves it across the room and the players "see" the object floating along by itself.

Mummy Magic

In order to determine the mummy's Sekhem total, the Storyteller and player must determine the mummy's original occupation. The only chance a mummy has to learn Sekhem-powered magic is in his first life in ancient Egypt. The mummy's original occupation will also determine his social standing in present-day mummy society.

The Occupations:

- **Architect** — Primary Attribute: Mental
Sekhem Traits: 15
- **Artist** — Primary Attribute: Mental
Sekhem Traits: 20
- **Beggar** — Primary Attribute: Social
Sekhem Traits: 5
- **Craftsman** — Primary Attribute: Physical
Sekhem Traits: 15
- **Doctor** — Primary Attribute: Mental
Sekhem Traits: 40
- **Farmer** — Primary Attribute: Physical
Sekhem Traits: 10
- **Merchant** — Primary Attribute: Social
Sekhem Traits: 15
- **Magician** — Primary Attribute: Mental
Sekhem Traits: 50
- **Pharaoh** — Primary Attribute: Social
Sekhem Traits: 30
- **Priest** — Primary Attribute: Social
Sekhem Traits: 30
- **Sailor, Fisherman** — Primary Attribute: Physical
Sekhem Traits: 10
- **Warrior** — Primary Attribute: Physical
Sekhem Traits: 15



While it may be tempting for the player and Storyteller to construct a super-character, both should remember that the character will need to fit the story. Player character mummies should never overshadow the other characters or be capable of taking out the main adversary single-handedly, nor should they be so weak that they are essentially useless to the story. Mummies are different and exotic, and most people know nothing of their powers. This in itself might serve to dissuade those who would challenge them needlessly.

Magic Paths

There were a variety of magics practiced in ancient Egypt. Many sciences combined with the belief of the people to create the pure forms of magics mostly lost to us today. This raw, essential magic is what the mummies possess. It is not powered by their will so much as by their soul essence and the force of their personal connection to the elements that control nature. Mummies recognize that other supernatural creatures could make potent use of Egyptian magic, whether or not they are able to handle it. Such magic is not shared freely with just anybody.

A player character mummy may choose any number or quantity of spells that equal, but do not exceed her total number of Sekhem Traits. After each spell is a Sekhem cost, which determines the number of Sekhem Traits the character must spend each time she uses the spell. The Sekhem cost is also the number of Traits the player must "spend" to acquire that spell.

Alchemy

Alchemy is the art of brews as practiced by mummies [different from the Hedge Path of **Herbalism/Brewing**]. The user knows how to create all manner of elixirs, ointments, aphrodisiacs and formulas. All brews take one half-hour to create unless stated otherwise. During this half-hour, the player must sit alone and interact with none of the other characters. Storytellers may alter any time restraints placed on the characters if they are running particularly short or long games. It is feasible that the character may have some brews prepared at the beginning of the game.

Basic

5 Sekhem Traits per brew.

Enhancement of the Creature

The imbiber can invoke the essence of a small animal and increase her Physical, Mental or Social Traits by two, or any two by one Trait. This does not include Sekhem. The effect lasts for one hour. Ingredients vary for the animal invoked and Traits gained must reflect the animal as well. For example, a mummy could increase her Physical Traits by invoking the essence of a bear, but could not increase her Mental Traits by invoking the essence of a frog.

Potion of Numbness

This potion, once drunk, lasts for one hour. During that hour, the mummy will feel no pain to her body as the potion acts as an anesthetic. The mummy will also lose no





more Physical Traits, though she may not initiate any Physical Challenges. Many mummies use this potion to prevent losing all of their ba during a fight.

Intermediate

10 Sekhem Traits per brew.

Enhancement of the Elder Creature

Much like the basic potion, this allows the user to summon the essence of two creatures to increase any one Trait by four or any two Traits by two. The Traits increased must be appropriate to the animal invoked.

Perfume of Longing

This odorous concoction will give the wearer one retest for any Social Challenge she loses during the night. To enact the retest, the mummy player must ask the other player: "Can you smell my perfume?" If the character replies affirmatively, even if insultingly, the retest may occur at the mummy's request. If the other player replies to the negative, the mummy may not call for a retest. Players who have read about this effect may not answer negatively if their characters would normally be able to smell the concoction. Only after experiencing this firsthand or finding a tome which describes the effect may characters "wise up" to the magic being used against them.

Elixir of Good Body

Upon imbibing this potion, the user falls into a deep, healing coma. The coma lasts for two hours, during which time the character will be impossible to awaken. When he wakes, all damage (including aggravated damage) will be healed at no cost to the imbiber.

Advanced

20 Sekhem Traits per brew.

Potion of Vile Body

This disgusting, thick black liquid is the consistency of mud. Any creature, other than the mummy who created it, must spend one Willpower Trait in order to actually drink it. This potion causes the imbiber's body to become a wellspring of poisons. The imbiber is, naturally, immune. The person's blood will cause one level of aggravated damage per Blood Trait consumed to any who drink it. Participants in the Vaulderie would each take one Health Level of damage (non-aggravated), and the stench would surely indicate who the source of the bad blood is. The imbiber may also cry tears of acid that will cause one level of aggravated damage to whatever they touch. Blood spilled in combat will cause similar aggravated damage to those who lose Physical Challenges with the mummy or imbiber. Ingredients should include poisons from at least four animals: snake venom, spider venom, scorpion poison, etc.

Amulets

Amulets were used in Egyptian magic to protect the wearer and to encourage "good" energies that would give him aid. Many were used to guard the spirit of the dead once he crossed over into the spirit world, and tombs were often littered with such magical artifacts. A few remaining mummies can still fashion and enchant these amulets, encouraging the powers of their homeland to embody the charm and give it power to work magic. All amulets must be attached to the user's person in some fashion, as a necklace, bracelet, earring or anklet, for example. Just carrying one in a pocket will not enable it to function effectively.

Basic

10 Sekhem Traits per amulet.

Mind Ward

This amulet gives the wearer immunity to the first two levels of Presence (Dread Gaze, Entrancement, Summon) or the first two levels of Dominate (Command, Forgetful Mind, Mesmerism). The name of the appropriate Discipline should be written on a piece of tape on the amulet or on the card representing the amulet. The wearer of this amulet must spend a Willpower Trait if he is not the creator, and the creator must spend one Blood Trait to activate it, for herself or anyone else. Ingredients and procedures for this amulet's creation consist of burying the amulet inside a human brain and leaving it in a pot of earth while chanting calls to Egyptian deities.

Intermediate

20 Sekhem Traits per amulet.

Metal Ward

This amulet protects the wearer from all damage done by metal. Bullets, swords, knives, metal bludgeoning devices, etc. can do no damage to the mummy or wearer. The mummy will still lose Physical Traits lost during a challenge if the amulet is used in a combat, but will lose no Ba or Health Levels. Anyone not the creator must invest a Willpower Trait to attune it to himself. Many have discovered that certain modern metal alloys (such as carbon steel or Teflon™-plated items) are often not significantly affected. Such experience is usually dearly bought. Ingredients include mercury placed inside another soft material, such as gold.

Wood Ward

This amulet functions identically to the Metal Ward except for one small difference. The Wood Ward will cause all wood that comes in contact with the body of the wearer to dissolve or crumble to ashes. This includes chairs, tables and other wooden items. Mummies know vampires are particular about wood and generally avoid

alerting them to this ward. Any supernatural wearer must invest one Willpower Trait if he did not create the item. Ingredients include a piece of a metal ax head melted to form the amulet.

Advanced

30 Sekhem Traits per amulet.

Amulet of Cloud Walking

This amulet must be created on a sunny day with dew collected at the winter solstice and fashioned of silver. It will allow the wearer to effectively levitate into the sky and transport herself within one mile of the original take-off point. This is not teleportation. Since the user does not become invisible, she could feasibly be followed by someone on the ground on a clear night. The amulet will raise the wearer to the top of the cloud level, and she may travel at walking or running speed over the clouds to her destination. One Mental Trait must be spent each time this amulet is used.

Hekau

Hekau is the Egyptian art of name mastery. Each thing in the universe has a true name, and the magician has only to discover it. Mastery of a thing's true name gives the magician mastery over it, allowing her to control, create and sometimes even become the creature named. Mummies protect their true names very carefully and never give them away as use names, not even with friends. Each human being has a true name all her own, while the true names of dogs, elephants and other animals are shared by each species. The latter is also true of plants and minerals.

Basic

15 Sekhem Traits per command.

Forgetting the Stone

This spell allows the magician to name a mineral or metal and then trace a Hekau script in the air, effectively "forgetting" the name of the object. The object, in response, forgets itself right out of existence. Onlookers would see the stone or pile of dirt just suddenly disappear. Players must be sure to explain what object disappeared to clarify the situation for other players, or a Narrator must be employed to do so. The player must win a Static Social Test to see if her name calling worked.

Naming the Warning

This is available to students and masters of Hekau who know the names of animals. This spell allows the magician to speak the true name of an animal in a threatening way, alerting the animal to the fact that the magician can gain control of it. The instinct of most creatures is to run in terror, and very few will stick around to be controlled. If they are cornered, they will do whatever they can to get away. This power can be used on other

supernatural creatures in animal form, causing the same reaction as from normal animals. The magician must win a Social Challenge and bid a Trait such as *Intimidating* in order to use this power.

Inviting the Stone In

This spell allows the caster to invite another form into her body, such as stone. Once the name is invoked, the caster's body will begin to take on the shape of an unrecognizable (as human) lump. Within two minutes, she will have completely changed form into the actual mineral or rock invoked. The magician's body is not invulnerable in this form. In fact, any damage done to the lump is equivalently absorbed by the body of the magician. Any damage acquired while in another form may not be healed by the magician until she is back in her normal form. The magician must win a Static Challenge to effect the change.

Intermediate

25 Sekhem Traits per command.

Become Animal

This spell allows the enchanter to assume the form of any animal she can name. She gains all of the advantages and disadvantages of the form until she chooses to return to her normal shape. The one danger of the spell is that the longer the magician retains the form, the more comfortable she becomes in it. The magician must win a Static Physical Challenge to initially assume the form and spend one Mental Trait for each half hour she chooses to remain in the form. If the magician retains the form for over one hour, she must win a Static Mental Test to retain the rest of her Mental Traits. If she loses the test, she loses her Mental Trait pool and remains in animal form for the remainder of the evening, retaining only those Mental Traits appropriate to an animal, i.e. *Cunning*. She may choose to spend 10 Sekhem Traits instead and will retain her Mental Trait pool until the beginning of the next hour when the entire procedure must be repeated.

It is advisable to wear a card on your clothing saying what kind of animal you appear to be. The printing on this card should utilize letters big enough for the other players to be able to read from a reasonable distance (across a medium-sized room). Otherwise, acting like the animal or wearing a small prop like cat ears or a bird beak will suffice.

Command the Thinking

The magician may, with the aid of the true name of the individual, issue a one sentence command and expect obedience. The magician may not expect obedience if the command is something against the individual's nature (such as harming herself or a close ally). The mummy must engage in a Mental Challenge and may overcome a loss by spending an extra five Sekhem Traits after the initial challenge. The victim may not avoid obedience with Willpower.



The mummy is advised to have a Storyteller on hand in case she mispronounces a name or neglects a middle name or uses an alias by mistake. This should be roleplayed and not discussed with the Storyteller previously. This spell can easily be mistaken for Dominate, and the Storyteller should be aware of the differences. The Storyteller may wish to have the victim whisper her name into her ear before allowing the mummy to proceed.

Advanced

35 Sekhem Traits per command.

Naming the Organ's Destruction

The mummy must speak aloud the name of the organ she wishes to destroy followed by the Hekau chant of destruction. During character creation, this spell costs the full Sekhem Trait cost per organ name the mummy possesses. In other words, if the mummy wants to possess the name of one organ, she must possess 35 Sekhem Traits which have not been used to purchase any other spells. Very few mummies know more than one or, at best, two true names of organs. The mummy must designate with the Storyteller during character creation which organ name she wishes to possess. The mummy must initiate a Physical Challenge (using the mummy's Mental Traits vs. the victim's Physical Traits) with her victim and win to effect this spell. In order to attempt an overbid, the

mummy must spend an additional five Sekhem Traits. She is not required to explain what she is doing, especially if she is not in the direct line of vision of the victim. She must be able to see the victim's entire body before she can activate this spell. A vampire whose heart is damaged in this manner may engage in a Static Test to prevent himself from going directly into torpor. If the victim wins the test, he will only be Incapacitated. She will be able to heal herself at the normal rate for Incapacitation.

This spell is extremely exhausting for the magician and may be used only once per night. After it has been used, the mummy will be unable to initiate challenges for the next half hour and will be down to half on all her Attribute Trait pools for the remainder of the night.

Whispers to My Body

This wicked enchantment allows the mummy to change her body into anything she can physically see at the time (except other people or creatures). She must speak her own true name along with the Hekau chant of metamorphosis. She must also spend one Blood Trait to activate this power. The mummy may become a pool of rainwater on the sidewalk, a tree, or even a door or book. In addition to the Blood Trait spent, the mummy must also engage in a Static Mental Challenge to see if she can actually become what she wants.



Necromancy

Necromancy is the art of preparing the bodies of the dead for entrance into the afterworld. At least that's how it seems at first. The more a character becomes involved with Necromancy, the stranger and more unsettling he is to be around. Each mummy possesses the first Basic Ability on this list at no cost.

Basic

10 Sekhem Traits per Ability (except Body Preservation which each mummy possesses at no cost).

Body Preservation

This spell only costs two Sekhem Traits to use and can be performed at any time. The mummy must have 15 minutes of uninterrupted ritual time to perform it once he has begun the ritual. Body Preservation is the Ability that allows the mummy to preserve his body or any others prior to death. This is usually used if the mummy is expecting to die again soon or if he feels his ba losing strength. This spell prevents a body from decaying for up to 50 years.

Revisit Death

This Ability allows the mummy the opportunity to discover a corpse's exact manner of death by laying his hands on it and humming the note of rousing. The information will come to the necromancer in a vision that replays the scene of the death. The necromancer must win a Static Mental Challenge to successfully perform this.

Intermediate

15 Sekhem Traits per Ability.

Separate Ba

This effectively allows the mummy to separate his ba from his physical body and travel into the spirit world. The physical body of the mummy is left unaware and helpless as the mummy's spirit travels at the end of a silver cord through the world of the undead. The ba or wraith of the mummy can only call upon the knowledge of Hekau or any other art that does not require physical objects or ingredients while in this form. For every half hour the mummy is out of his body he must either spend five Sekhem in addition to his initial 10 or one Mental Trait.

Advanced

25 Sekhem Traits per Ability.

Animate Corpse

This power costs an additional 10 Sekhem Traits (total 35) to be performed successfully. By massaging a corpse's heart, the necromancer may imbue the corpse with a semblance of life. The corpse must be given simple and explicit instructions if the mummy wishes to control it, because the corpse is virtually mindless and can only understand very simple words and commands. Much like old movie zombies, if commanded to fight, a corpse will do

so until either commanded to stop by its animator or until it has been hacked apart. The corpse must lose seven Physical Challenges before it can no longer fight.

Statistics for an animated corpse:

Physical Traits — Tireless x 4, Stalwart x 4, Steady x 2.

Mental Traits — None (immune to all mental attacks)

Social Traits — (Negative only) Repugnant x 3.

Willpower — Who're we kidding?

Abilities — Brawl x 4, Melee x 2.

Animated corpses may not: initiate a challenge of any sort, use any weapon other than a bludgeoning device, use words with more than two syllables, speak quickly, speak while doing anything else, act against gravity (this includes going up stairs before both feet get to any step, running, walking quickly, or standing while it could be sitting).

Reshaping the Lost Soul

This Ability allows the mummy to free an earth-bound, or Fettered, wraith from one of her bonds. It effectively releases the wraith from her original purpose, though perhaps not from the area. If a wraith wishes to resist the Mental Challenge initiated by the mummy, she may do so. If she wishes to relent and be free of her bonds, she must spend one Willpower Trait. The mummy may compensate for this expenditure by giving up five Sekhem Traits in addition to the 25 already spent, if the wraith is too weak to do so for herself.

Creating a Mummy Character

To create a mummy character:

- Choose names: the common name, the known name and the true name.
- Choose an occupation. Occupation will determine the number of Sekhem Traits the character will possess. (Note: There are no adjectives for either Sekhem or Ba Traits due to their unusual, magical and secret nature.)
- Determine Attributes. Storytellers and players must determine their own standards for Attribute Traits since they will need to create the mummy character to fit into the story well. Bear in mind that these are ancient creatures.
- Choose Abilities. The mummy's quantity of Abilities should reflect how long she's been alive this time, how much she remembers from former lives, and what her current goals are.
- Determine magic skills. Remember, no mummy can possess more spells than he can purchase within his original Sekhem score.

If the Storyteller wishes to award freebie points during character creation or break the rules to fit his story, he may do so. Once again, these are guidelines primarily for player character antagonists and will hopefully be useful in your development of Narrator characters as well.



There are many uses for mummy non-player characters in the World of Darkness. The Disciplines here are by no means the complete list of their magical accomplishments; they are simply the ones most useful for character play. Feel free to expand on this list using costs and types of tests and challenges as guidelines. For example: The mummy might invoke magic similar to the vampiric Discipline *Auspex*, provided the mummy always keeps a pouch of flies and small animal eyes in her pocket. And any Narrator character mummy could have far greater Abilities at much less cost or strange magics unheard of, depending on the needs of your particular story or adversary and whether or not you want your antagonists to have the feeling, at least, of being players as well.

The Children of Osiris

When Osiris was given the Embrace, vampires were different creatures than they are now. Even the most crazed and heinous vampires of today couldn't hold a candle to the passions and madness of the grandchilder and great-grandchilder of Caine. It was a time of epic battles between beings so powerful they were called gods, an age before the Masquerade was in force, a time when madness was seen as the hand of the divine at work. Those days and nights are long past, but not for all. There are some in the world who continue to practice their ancient arts and battle their equally ancient enemies with all the fury and fervor of their ancestors.

The Children of Osiris are such a group. Dedicated to practicing and spreading Osiris' art to the deserving, the Children of Osiris continue to battle Set and his minions while preparing for the reawakening of their own lord, Osiris. Osiris himself saw the Embrace of Caine as a violating corruption as well as a gift of awesome powers. This led him to fight the Beast within, and he set forth on an eternal journey toward relief from the evil that consumed him. Osiris died a horrible, burning death at the hands of his brother Set, but taught his art to a select few of his childer. Unfortunately, all but one of them were destroyed in the great battle along with their sire. Khetamon, who now slumbers in a remote temple far from civilization, was the lone survivor. It is actually his awakening that the Children anticipate.

Khetamon is responsible for the majority of the development and the entire teaching of Bardo. More than a vampiric Discipline, it is a philosophy and way of life for the vampires who study it. The Children of Osiris are believed to be extinct by most, including the Setites. They live in remote areas of the world, occasionally leaving their studies to recruit other lost vampires and teach them their gifts. The blood of the Children is infertile, and none of them would wish to create progeny anyway, as the central principle of Bardo is the taming and dissolving of the Beast within.

Using the Children as Adversaries

There are several reasons for including the Children among the list of antagonists, though these may not be initially apparent.

- The Children wage a never-ending struggle against the Followers of Set. They consider themselves the mortal enemies of Set and wish to destroy him, as do mummies. A mummy allied with a Child of Osiris could make quite potent adversaries.

- The Children of Osiris are harboring an ancient vampire (Khetamon), whom most of them believe is Osiris. Therefore, the foundations of conflict with the Sabbat have coincidentally been forged.

- The Children possess a very dangerous secret. If their ideas spread and take hold among Camarilla vampires, most will seek Golconda. The elders' days may be numbered. There will be no one to manipulate, no one to exploit.... This could be bad.

The Children are a peaceful people, but they recruit from all clans and have many warriors amongst them who wish to destroy evil and corruption in the world. Who knows how strong an army they might build? They seem to be seeking some sort of universal unity among all vampires, and the more they convert, the closer it comes to fruition. Once they convert all who can be converted, who's to say the Inquisition would not begin again — only this time, the Inquisitors will be vampires, too.

Creating a Child of Osiris Character

Children of Osiris should be created like any other vampire character, except that the following should be kept in mind.

Disciplines

All who become Children of Osiris were originally from some other clan or were Caitiff. The Children cannot directly create progeny; they must adopt followers from among existing vampires. Because this is so, newly created characters should take at least one other Discipline (from the clan they would have been a part of), then take at least one level of Bardo. The character does not receive Bardo in addition to her other Disciplines, but as a substitute for one. Pre-existing characters who convert and become Children of Osiris retain whatever Disciplines they possessed before joining and add Bardo to the list when their Experience allows.

Advantages

The Children of Osiris have strong virtues. Because of this, they can work to dissolve their Beast Traits by using their Discipline of Bardo. For each two years of service with the Children, each member gains another Willpower Trait in addition to her original pool. Also, each member has at least one Background Trait in Mentor.



Disadvantage

Their blood is infertile, so they cannot create progeny. Many are unfamiliar with the ways of technology since they live such ascetic unlives.

Organization

The Children of Osiris live in a temple with one head of the group called the Undying King. He may or may not have a consort who is known as the Queen. The Children are respectful of each other and of living things. They speak softly and spend much time under the tutelage of the Undying King, who is effectively their mentor and guru.

New Status Traits

Beloved, Advised, Righteous, Honored, Radiant, Bright, Purified, Clean, Humane

Note: These Traits are only honored by other members of the Children of Osiris.

Bardo

Basic

Restore Humanitas

This Discipline allows the Child of Osiris to purge herself or another of a Beast Trait. It is only possible to do this for others if it is a Trait they recently gained (within the last few weeks). The Child must spend one Willpower Trait and meditate or sit out of game for one half-hour. She must not

contact or speak to any other players while out. To accomplish this for someone else, the subject must spend one Willpower Trait and the Child must spend one Mental Trait.

Banishing Sign of Thoth

This Discipline allows the Child to defend herself from other vampiric Disciplines. To evoke this power, she must make the appropriate gesture where her opponent can see it. She may engage in a retest by spending one Trait that is appropriate to the challenge. The Discipline wards against Thaumaturgy, Dominate, Presence and Auspex.

Intermediate

Boon of Anubis

This Discipline allows the Child to protect a mortal from the Embrace. To effect the Boon of Anubis, the Child must spend a Willpower Trait and win or tie in a Simple Test with a Narrator. The Child must sit in meditation or out of game for one half-hour for this to be effective. Neither the mortal nor the vampire will be aware the mortal has not become a vampire until she wakes from her first sleep. The victim will still be a ghoul. This power must be used before or during the mortal's Embrace. It will not work after the Embrace has been given.

Pillar of Osiris

This allows the Child to set up her own temple where the study of Bardo may occur. For every month away from a temple, the Child develops a higher risk of frenzy. This can only be laid to rest inside a temple. This Discipline requires one-half hour of meditation and the expenditure of one Status Trait.

Advanced

Mummification Ritual

This allows the Child to cause torpor in a vampire for any given length of time. It is normally used to eliminate those who are evil and corrupt without causing Final Death. The Children have quite a collection of such vampires, some rumored to be Sabbat, whom they store for safekeeping. To effect this ritual, the victim must first be incapacitated. Then the Child and the victim must go to a private place for one hour to perform the ritual. Others may be present, but the Child must be left undisturbed. It will require a Mental Challenge for the Child to successfully place the victim in torpor. Failure may be circumvented by the expenditure of two Willpower Traits from the Child.

Ra's Blessing

The Child may engage in two hours of meditation or spend two Willpower Traits to evoke this blessing. It enables the Child to withstand sunlight for as many hours as she is willing to spend Willpower Traits to do so. It costs two hours of meditation or two Willpower Traits for the first hour, and additional hours cost one hour of meditation or one Willpower Trait per hour.

Sabbat Ghoul Families

Sabbat revenants, or ghouls, make exceptional antagonists. There are four such families currently in existence. The Bratovitches are avid werewolf hunters, the Grimaldis are wonderful spies, the Zantos are corrupters and criminals and the Obertuses are collectors of ancient lore. The Obertus family would be excellent opposition for a mummy, a mage or Clan Tremere. The Zantos could rival the Ravnos and Giovanni. If you are looking for a potent and unanticipated adversary, the Sabbat ghouls might be just the thing.

The Sabbat's general disregard and disrespect for humanity leads them to make very few ghouls. Ghouls are viewed as a potential security threat and a waste of time. The prevailing philosophy regarding humans is: If they are worthy, Embrace them. If not, kill them. In contrast to this, the existence of these revenants is permitted because of extreme insistence by Clan Tzimisce. Hundreds of years ago, they drew most of their progeny from these noble houses and used other members as spies and guards. Today, most families live on the estates of their ancestors and populate the Americas with 15-20 estates per family.





Revenants differ from other ghouls because they are born into the world of the supernatural. In exchange for their childer long ago, the Tzimisce made many members of these families ghouls. The ghouls began breeding exclusively with each other, and eventually their children began to be born with vampiric blood already in their veins, resulting in born ghouls, or revenants. The revenants of the Sabbat ghoul families no longer need constant vampiric blood to empower them. Normal humans are rarely taken as mates, because the children born of such couplings are weak and impure. They are quickly destroyed.

The revenants possess a variety of Disciplines with all except the Grimaldis possessing Vicissitude. It is rumored that the Bratovitches taught the Tzimisce that art ages ago. By puberty, each revenant is already developing her Disciplines. Each revenant also has a Blood Pool which she can use to power her Disciplines.

Some other advantages of revenants are their extended life spans (up to three hundred years) and their arcane knowledge of the sect. The families are, for the most part, still very attached to their history and do not fit in well with normal mortal society. They consider themselves superior to mortals and follow the Paths of Enlightenment instead of possessing actual humanity. Revenants may not ask to become vampires. The Tzimisce refer to them as pets, and indeed that is how they are viewed.

Revenants have, as a rule, more knowledge of the sect than even high ranking officials and most vampires that can match them in age. Each family serves the sect faithfully when called upon to do so, but their involvement with sect affairs is kept to a minimum at the request of most. The Bratovitches disgust even the most vile Sabbat vampires, and the other families are viewed (except by the Tzimisce) as more pestilent than useful. Considering their amassed knowledge and power, the families could easily become potent and exciting antagonists. For more detailed information on their histories and lifestyles, see *The Storytellers Handbook to the Sabbat*.

The Bratovitches

The Bratovitch family is very close-knit and is more or less despised by all other ghoul families. Easily the most bizarre of the ghoul families, they maintain a reputation for inhuman experiments, self mutilation, bizarre tastes in food and unusual feeding habits.

With a long history behind them as bodyguards and breeders of wolf-hounds, the Bratovitches of today breed and raise ghoul dogs for Clan Tzimisce and are renowned for their abilities to bring down werewolves. It is perhaps no small thing that they give even their masters chills upon occasion.

The Bratovitches live in family groups on old estates which are nothing short of disgusting. Their decrepit mansions are so full of junk only one of the family can



navigate with any amount of safety. Any servant brought in usually goes insane at the sight, flees in horror or becomes a between-meals snack. People in the areas of any Bratovitch estate avoid it at all costs, as do most of the Sabbat, though newcomers to the area tend to disappear. Rumors abound concerning the Bratovitches "inviting you over for dinner."

Disciplines:

Animalism, Potence, Vicissitude

Character Creation

Physical Attributes are primary, followed by Mental and then Social.

Advantages

The Bratovitches operate primarily in groups of family members. They keep a significant number of their ghoulish dogs for themselves.

Disadvantages

They frenzy very easily and are not well acquainted with modern technology. Most do not even have televisions.

Path Preferences

None. Many Bratovitches practice Paths no longer taught among the Sabbat today. Their moral codes are usually oriented toward survival, hunting and sadomasochism.

The Grimaldis

The Grimaldi family, aside from being very rich and well adjusted to mortal society, is the most normal seeming of the Sabbat ghoulish families. It is their main task to retain a masquerade of sorts for their vampire masters. They are highly skilled at blackmail and bribery and have many connections in media and finance. Originally, the Grimaldis served as spies for the Sabbat in churches and structures of mortal society the vampires of the Sabbat would have a difficult time penetrating. They are superb at infiltration and acquiring information. This ghoulish family is responsible for keeping news of many mass murders off the front page. They virtually control the media in all Sabbat-held cities.

Grimaldis, unlike all other revenants, live among normal mortals and only contact each other for business purposes. They are well educated and often conservative in appearance. They all follow the personality archetype Professional because they all eventually go to work in the family business. They breed with normal humans and stand the greatest chance of any ghoulish family of developing humanity.

Disciplines

Celerity, Dominate, Fortitude

Character Creation

Mental Traits are primary with Social next and Physical last.

Advantages

The Grimaldis often have many Background Traits in contacts, retainers, influences and resources.

Disadvantages

All members of the Grimaldi family are Blood Bound to a bishop or archbishop to ensure their activities don't get out of hand. Usually they are Blood Bound to more than one of holy rank. They agree to this willingly and serve with the view that this is an even exchange and to their advantage.

Path Preferences

The Path of Honorable Accord is popular because it helps them hide their occasionally growing humanity. The Paths of Harmony and, rarely, Caine are also followed.

The Obertuses

The Obertus family is the most well educated in the realms of the occult and ancient history. They have infiltrated the Society of Leopold, the Arcanum and certain mage societies. The Obertuses keep to themselves and only become involved in sect affairs when called upon for information. They retain contacts only with members of Clan Tzimisce, often possessing massive, extremely valuable libraries that could make a Tremere weep with desire. They do not maintain family estates; rather they have created their own little villages and towns. Education is primarily acquired from their elders, except in fields like medicine where up-to-date knowledge is better found elsewhere. Information found outside the family is viewed as supplemental to the thousands of years' worth of knowledge and truths they have preserved in their private libraries. Obertuses are avid pursuers of the Paths of Enlightenment.

Disciplines

Auspex, Obfuscate, Vicissitude

Character Creation

Mental Traits are primary, Physical secondary and Social Tertiary.

Advantages

Members of the Obertus family almost all have a mentor and some resources. Some have contacts through their infiltrations. They have masses of knowledge at their disposal.

Disadvantages

Most Obertuses either possess the Obsession Derangement or the Perfection Derangement. Any Derangement associated with spending too much time locked in study could apply to an Obertus. They all are deranged in one way or another.

Path Preferences

The Path of Death and the Soul is widely followed and sometimes the Paths of Harmony and Honorable Accord. All Paths are practiced within the Obertus family, but none are so dominant as these.

The Zantos

The Zantos and the Grimaldis have been rivals since they met. Disputes over land and other possessions have haunted them for centuries, and though less prevalent today, are nowhere near finished. The Zantos are an enormous financial supporter of the Sabbat, coming from nobility and very old money. They are the most respected of the ghoul families (not that that's saying much) and are clever and treacherous, having served as spies and infiltrators since the days of the Ottoman court. They are hedonists, much like their ancestors, and are firm believers in the corruptions long known to humankind. Slavery, addictions and deviancies of many sorts are used for their widest commercial value by the Zantos and are primarily responsible for the family's current income.

The Zantos are easily the most contemporary of the families. They live fairly unstructured lifestyles in huge, well-kept estates as contemporary as they can find. Vicissitude is used to beautify their usually swarthy complexions until they reach their desired appearance. Each estate

maintains a large stable, not because the families enjoy riding, but because they have acquired a rather extensive collection of equine recipes.

Disciplines

Auspex, Presence, Vicissitude

Character Creation

Social Traits are primary, then Mental, followed by Physical.

Advantages

The Zantos are primarily left alone by the leaders of the Sabbat and ignored by all others. They are allowed to live and do as they wish as long as the checks are written when necessary. Zantosa estates are often used as arsenals in times of great strife.

Disadvantages

The Zantos are the keepers of a tremendous secret which would certainly bring about their annihilation were it discovered — they are the keepers of the Tzimisce Antediluvian. Most are also extremely susceptible to those things that give them pleasure and easily become addicted to the source of that pleasure. They often possess the Derangement Addiction, and even more often, possess it in triplicate.

Path Preference

The Path of Cathari is most popular, but those who guard the Ancient are followers of the Path of Caine.





Obscure Antagonists

Within the allies of the Sabbat, there are several almost entirely obscure groups that can provide unexpected, and therefore, effective antagonists. The Sabbat maintains few secret alliances, but used creatively by a crafty Storyteller, these alliances can be most intimidating, especially if the players only discover near the end of the game who the real opponent is. The Sabbat has been known to place its fingers in murky water just to shock the undead spit out of their enemies, and here are a few examples of such.

Arcianist Historical Society

The Arcianist Historical Society is the front organization for a group of mortals who dabble in magic. Unbeknownst to their vampire allies in the Sabbat, they are all renegade Tremere ghouls. Combining stolen knowledge acquired from their former vampire masters, and a few abilities gleaned from captured mages and mortal hunters, these ghouls have managed a very devious lifestyle.

Collectively there are five members, all men. They have created spells to seal their auras and prevent anyone, vampire or kine, from seeing their true natures. The basement of their business office is connected by tunnels to two of their homes, and underneath one lies the source of their vitae, a seventh generation Tremere *antitribu* named Emily Crow. Emily had been a vampire for only three months

when the Sabbat sent her out on a mission from which she never returned. The Gangrel *antitribu* from her pack, who was sent to be sure she did not become a security leak, saw her slain by a group of hunters. What he did not see was the bound and unconscious form of his packmate behind the illusion her captors created. Since she was on her first trial and not yet considered True Sabbat (and therefore had no great secrets), the pack let her go without seeking revenge.

The Arcianist Historical Society preserves its secrets carefully. It maintains a very minor alliance with the Camarilla Ventrue and provides them with many ghoul candidates. The Ventrue have been very pleased with their Arcianist-attained servants and have referred those of other clans to them. The Arcianists have yet to meet personally with the vampires. They use their secretary, Jeanette, to take care of all deliveries. Before they release future ghouls to their potential masters, the Arcianists hypnotize them and plant one subconscious command: at nine-thirty a.m. on such-and-such specific date, call this phone number and report the exact whereabouts of your vampire master. Explain all of the security systems and then wait by the back door.

It is the goal of the Society's members to destroy all vampires in existence. One of its members spent two hundred years in the service of a Camarilla Tremere and ultimately wishes to destroy him for his cruelty. During his ghoul slavery, he was treated horrendously and occasionally served as the guinea pig for Tremere experiments.



From a Sabbat perspective, these pleasant gentlemen have their uses. They alert their Tzimisce contacts to the whereabouts of Camarilla vampires and assist them in any way they can with their destruction, as long as they do not actually encounter the vampires themselves. They are preparing for the day when they will be able to do that without fear of reprisal, but that day has not yet come.

There are rumors among the Tzimisce that these men possess a Sabbat artifact known as the Undying Heart. It is said that whoever keeps it within the confines of his flesh cannot be destroyed. A special surgery and complex ritual are required to successfully insert the item. The Tzimisce wish to either acquire it or see it destroyed. They are well aware of the trouble an item like that could cause in the open territory of their sect. The war of greed that could ensue would destroy the Tzimisce's last hundred years of attempting to maintain an even balance of power within the sect and strengthen the bonds of blood and loyalty among its brothers and sisters.

The current members of the Arcianist Historical Society are:

- Dr. James Elon, psychotherapist and licensed hypnotist, former Tremere ghoul (ten months).
- David Saul Joshua Klein, former Tremere ghoul (200 years), Qabbalist and Jewish mystical expert.

- Daron McQuade, practitioner of minor ritual magic, focusing on wards, protections and shields for mind and body, former Tremere ghoul (65 years).

- Father Franklin Deleanor Estenburg, former Tremere ghoul (43 years), exorcist, avid hunter.

- Jim/Jack Greenhall, former Tremere ghoul (120 years, apparent age 16), possesses dual personality as a result of a Tremere ritual gone awry. Personality One: born-again Christian, Bible expert and member of Crusades for a Satan-Free America. Personality Two: black belt in aikido, security expert, espionage scholar and technician. Both personalities hate vampires.

These five men and their secretary, Jeanette, form a force that can be extremely formidable. Both David Klein and Father Franklin possess True Faith, which they have regained since their imprisonment by the Tremere. Jim also possesses this advantage when in Personality One.

Each of these amazing people managed to escape five years ago when the Sabbat attacked 10 chantries in three nights all over the continent. It was a foolish move on the part of the sect, and many were lost. They did manage to take out two of the Tremere elders, however, and several neonates. The ghouls who now form the Arcianists managed to escape their burning chantries and the eyes of their masters. Though they use the Sabbat for their own ends, they do owe them their freedom.



Dr. Elon hypnotized each man as he met him and found the ritual to break Blood Bonds in the storehouse of Mr. McQuade's deep memory, obviously something he had witnessed and then been Dominated to forget. The acquisition of the complete formula took months, but each man was able to sever the bonds and still manages to evade the notice and attention of his former alliances. They also keep Emily Crow a very tight secret; otherwise, the Sabbat would crush them as quickly as Clan Tremere.

Many areas of information about this group have been left purposely vague to allow Storytellers to fill in the gaps with their own surprises. Feel free to change things around so long as you keep them consistent. The Disciplines these antagonists possess are up to the Storyteller, who may thereby control how powerful each character or Narrator-character is. It is possible to add new characters to this group so that players encountering the character don't recognize the name and immediately make the connection. Suit the power levels of the villains to the power levels of the characters. If you are running an all-elders game, the Arcianist Historical Society may not be appropriate. The secret name of this society has also not been included so players do not absorb it on the sly. Have fun, and do as you will.

The Talons of Black Rage

The Talons of Black Rage, or more commonly, the Talons, are a secret group of Lasombra ghouls trained in the arts of Obtenebration, Chimerstry and the martial arts. It is the goal of the Lasombra responsible for this group to overtake the mysterious Black Hand and gain its power for themselves. Thirty-five members of Clan Lasombra are involved.

The Lasombra breed mortals of exceptional genetic structures with similar ghouls, then make ghouls of the children when they come of age. This process has been going on for five generations, and the Lasombra clan has created a force of approximately 13 warriors to date. The Chimerstry Discipline came from a Ravnos *antitribu* who taught his skills to his Lasombra pack leader.



The Talons are comprised of seven men and six women. The vampires who feed them are all followers of the Path of Power and The Inner Voice. They know of the Tzimisce revenants and oppose their use at every turn, hoping to force the Tzimisce to consent to the revenants destruction as well as to divert attention from their own growing ghoulish army. The Lasombra in this group realize the value of daywalkers and feel the need to retaliate secretly against the group they suspect of wanting to take over the Sabbat — the Black Hand.

The clan currently uses the warriors to assassinate members of the Black Hand on their way home from Camarilla assassination hits. The Talons have taken out four so far, all in the last year. Up until last year, the warriors were still in training, and many Lasombra lies have been told regarding where certain pack leaders go every few nights. Future uses of the ghouls include their Embrace and infiltration into the Hand, removal of rival packs and other forms of dirty work.

Antagonists





Chapter Six: Enlightenment into Darkness

*... your values are twisted
let us help you unwind
You may look like we do
talk like we do
— but you know how it is
You're not one of us...
— Peter Gabriel, "Not One of Us"*

Welcome to The Sabbat

The Sabbat is known as a terrifying sect of vampires whose primary goal is the destruction of the Camarilla. Their often heinous ways make them ideal antagonists in any setting. Sabbat vampires no longer possess any humanity, and the haunting tales of their torture chambers would turn a butcher's stomach. The sect's hierarchy is run as a vicious parody of medieval Catholicism and considers anything mortal to be little more than food. It punishes those who violate its principles with horrid tasks, agonizing torture and as a last resort, Final Death. Anyone with a desire to vanquish cruelty, violence, religious heretics or the forces of evil would find the Sabbat a most pleasing adversary. And anyone challenged by them will certainly want revenge.

To create a successful chronicle surrounding the vanquishing of any group of Sabbat, it is essential that the Storyteller and the players playing Sabbat characters have a very clear and thorough knowledge and understanding of the sect. The ideology of the Sabbat is very specific and very strict. Within the hierarchical framework of its leadership, the Sabbat attempts to provide its members with ultimate freedom and warrior capabilities.

The Sabbat embodies the qualities of a good antagonist. Its members are unpredictable — some are cunning and subtle, other blatantly violent and public. They operate primarily in groups, which creates a tactical and strategic challenge, and some of their Disciplines are strange permutations of the traditional. The worst of the Sabbat are demon worshippers (whom even the other Sabbat despise) and practitioners of dark arts potent enough to make a Tremere Justicar blush.



Sabbat Ideology

Sabbat ideology is based on the two main principles of freedom and loyalty. Each vampire is taught that she is part of a bigger picture and reality where her life is dependent on those with whom she is bonded. The new vampire is also taught that it is her responsibility to become as strong as possible in order to be an effective warrior when the Antediluvians wake. Before the time of Gehenna, she must hone her skills through contest and battle with the servants of the Antediluvians, the Camarilla infidels.

The Sabbat preach freedom from the ruling fist of elder vampires. The sect was founded on the principle that no vampire should be forced to die for the cowardice of those who created him. The idea of the Vinculum, a shared Blood Bond, is that it will create loyalty among all vampires of the sect and inspire them to unify in times of trouble and destroy the enemy. Participation in the Vinculum also prevents one vampire from being secretly Bonded only to another. Like the Catholics they parody, the Sabbat see the ritual of Vaulderie, in which all participants spill some of their blood into a chalice and then drink from it, as a sort of vampiric communion with Caine.

Each Sabbat vampire is raised believing he is superior to all others of the race. Any vampire who is not Sabbat is not as good, strong, brave or cunning as those who are. Therefore, each neonate is encouraged to develop his will so that it may strengthen him in battle. Freedom, as the Sabbat see it, can mean many things, but focuses primarily on being liberated from the influence of cowards who hide behind masks of humanity and who will not embrace their true natures. They hold to the concept that each vampire should do what her instincts tell her and enjoy her vampiric existence as fully as she can.

The Paths of Enlightenment (detailed later) describe, to an extent, how each vampire views freedom and loyalty, along with his vampire nature. Sabbat have no humanity, so the Paths are essential to character formation, as they provide the moral code by which the vampire lives. Freedom and loyalty can be taken in many directions and usually are. Most packs have common ideas of how these two principles function, and many share similar Paths, clans and political factions.

The importance of Sabbat ideology cannot be stressed enough. The indoctrination is extremely thorough, and any who refuse to subscribe are annihilated. Without an understanding of these principles and the upcoming discussion of Sabbat society, players will not be prepared to undertake the task of playing a successful Sabbat pack.

A Brief History of the Sabbat

The Sabbat was formed during the Kindred wars following the original Inquisition. Vampire children were forced to fight to defend their elders, thereby giving up their own unlives so their elders could escape. Clan Brujah was the first to take action against this cowardice and began recruiting others to their cause.

At the same time, a group of Tzimisce conspirators was experimenting with rituals designed to break their Blood Bonds and free them from the whims and passions of their elders. Their experiments led to the discovery that by mixing the blood of all in the group and then allowing each member to consume some of the liquid, they could form a Blood Bond potent enough to render all previous Bonds ineffective and create a new, stronger Blood Bond among themselves.

Grown soft from easy living, the elders of this age had created progeny freely in order to have loyal servants and compliant companions. The childer began to suspect that perhaps their generous sires were actually attempting to create a brood of weaker vampires so that when they tired of mortal blood or reached the stage when it would no longer provide them with nutrition, they would have more than enough of their own kind to feed upon.

As the Sabbat was forming, the Camarilla was also coming into being. Their purpose was to forge an alliance among those persecuted by the Inquisition and, hopefully, protect them all from future assaults. The Masquerade was created to hide the existence of Kindred society from the prying eyes of the church and to give the Camarilla a code of traditions to obey in the name of unity. Instead of facing the reality of their history, however, they ignored it. They shunned Sabbat theories of Antediluvian vampires rising from torpor to enslave and consume their childer, preferring to ignore or forget that such things might be. In the Camarilla's attempts to retain their humanity, they also retained humanity's flaws. The Sabbat could not respect the morality of hiding behind the Masquerade and waiting to be destroyed by the sleeping Antediluvians, so they vowed themselves the enemies of the Camarilla and began plans for the infidel sect's destruction.

The rebel sect named itself Sabbat as a reminder of its origins in the Inquisition. It was a name which, at that time, expressed the essence of rebellion and served to honor those who were destroyed because of their elders' betrayal. Sabbat vampires to this day call themselves "vampires" and will not stoop so low as to refer to themselves as "Kindred."



Current Goals of the Sect

At present, the Sabbat continues to plan and raise sieges against Camarilla-held cities in hopes of spreading their dominion and word of the truth. It is a Sabbat belief that anyone who is not serving the Sabbat is serving the Antediluvians and must be converted or destroyed. The sect does not maintain strong ties in the mortal world, since they see kine as useful for only one thing: food. The sect has some control over mortal affairs in the cities they hold, but leave such machinations up to their servants among the four revenant ghoul families.

The Sabbat's primary goals include destruction of Camarilla elders, Methuselahs and Antediluvians. They often create and train packs solely for search and destroy missions. It is assumed by all Sabbat that the Antediluvians are completely insane and extremely dangerous. They cannot be reasoned with (or tortured or bullied) and made to see the error of their ways. They must be slaughtered. There is no other alternative. The Sabbat will generally destroy whatever gets in their way, but may also attempt to use it to their advantage first.

The responsibility of youth to preserve what it deems important and vital to its way of life is one of the principles that propelled the Sabbat into existence. The necessity of not allowing age, comfort and greed to override one's ideals of justice and truth is essential to the Sabbat mentality. The younger generations spurn the elders be-

Sabbat Lessons From the Past

- Do not allow yourself to be bullied by your elders if they are acting out of cowardice or fear.
- Do not trust anyone who does not believe in the truth about the Antediluvian threat.
- Increase your strength at every opportunity.
- Elder blood is best used by the young.
- All elders are secretly preparing to destroy all vampire youth to support their own treacherous unives.

cause they see them trying to manipulate the younger vampires for their own purposes. The Sabbat is unwilling to concede that age and comfort are superior to strength and skill. As members of the Sabbat age, they are either slain in the Jyhad (a noble death) or go mad.

Some clans within the Sabbat have their own agendas within the framework of the main philosophy, as do followers of some Paths of Enlightenment. In a chronicle containing only Sabbat characters, the potential for political factioning and manipulation is almost as great as a Camarilla game, but with a less intimate approach. Most members of the Sabbat would not be attempting to pull the wool over the eyes of their packmates so much as challenging another pack or an archbishop whom they suspect of infernalism or disloyalty.





Deviations from the Norm

Political factions within the Sabbat are distinct, but not dominant. Many members of the Sabbat do not subscribe to any one faction. They believe that political contests of any kind inhibit the freedom of their minds and are one more step to indoctrination like that of the infidels. The Storyteller may or may not choose to incorporate these factions into her chronicle, depending on her story and the desires of the players. The following information is intended for use after the players are very familiar with the complexities of the Sabbat and wish to dive in one step further. It may also aid the Storyteller in setting the scenario, mood and theme of the story.

Sabbat Political Factions

The Loyalists

This faction is generally made up of the youngest of the Sabbat, though certainly not all of them. It believes that the old tactics of chaos and complete freedom of will should be followed. The Loyalists believe the sect is becoming too structured. They often disobey orders, though they are frequently punished for it. Mostly Ventrue and Brujah *antitribu*, the Loyalists are strong supporters of the purposes of the sect and have never engaged in activities that have caused others to question their loyalty.

The Moderates

Most of the sect belongs to this faction. It holds support from all clans and retains only slightly less power than the Status Quo, which is populated primarily by leaders. The moderates believe the sect is gaining in structure, and this concerns them. They sometimes question orders from their leaders although they usually carry them out. Most Moderates discourage use of the Crusades (attacks on Camarilla-held cities), opting in favor of infiltration and other, more subtle techniques.

The Panders

The Panders (known in the Camarilla as Caitiff) are a faction unto themselves, though some subscribe to other factions' beliefs. Since they are a minority within the sect and hold virtually no power whatsoever, their political philosophy is also rather general. It is the goal of the Panders to gain power and increase clan prestige. They wish to become fully accepted and attain legitimate positions of leadership within the sect.

The Status Quo

This faction wants to keep things the way they are. They are mostly Lasombra, Tzimisce and Black Hand who see the Sabbat's current struggles as paying off in obvious rewards and do not wish to change the way the sect operates.

The Ultra-Conservatives

This faction is mostly comprised of older members of the sect. They see that the time for absolute freedom is ending and that the sect must stand together as a unified whole in order to win the Jihad. They believe that within structure there is freedom, the freedom of knowing where you stand and how much you can accomplish within your limitations. Ultra-Conservatives also question their leaders, but they follow orders they perceive to be sound. Most Ultra-Conservatives have great respect for the Sabbat hierarchy, and many hold positions therein. They follow strong leaders faithfully and try to remove the weak from power.

The Black Hand

The Hand, as it is known, is a tight militia within the Sabbat serving as the sect's primary assassin pool. If someone needs to be taken out, the Black Hand are the ones to do it. Though the Sabbat Assamites are responsible for the maintenance of the Black Hand, other clans are represented within their ranks. While they are a secretive sect within a sect, these elite warriors do not exist in packs of their own apart from the rest of the Sabbat.

The Black Hand comprises a special militia which the leaders of the Sabbat can muster in times of need. Throughout its history, the Hand has always served faithfully. Even during the Sabbat Civil War, when the subcult was so powerful that they could have taken control from the Lasombra and Tzimisce, they did not. Most Black Hand vampires are called upon to lead assaults against Camarilla-controlled cities or to eliminate threats to the Sabbat, either internal or external.

Entry into the Hand is through selection by the current membership. Candidates are put through a rigorous series of trials to test their martial skills, cunning, physical prowess and willpower. Those who pass the trials are inducted into the Black Hand, which assigns the new member a mentor to teach him the order's ways.

A council of four powerful vampires rules the Black Hand. They are known as seraphim and act as generals for the order, serving the Regent (the overall leader of the Sabbat) directly. They are aided by dominions, lower-level leaders. Each vampire within the Hand holds a particular position. These are indicative of specialization, not of rank. They are:

Raiders — Basic grunts. 80 percent of the Hand are raiders.

Rangers — Advance scouts. They are skilled in hunting, tracking and outdoor skills.

Covert Agents — Scouts who infiltrate and gather information from the enemy camp. They occasionally assume alternate identities.

Removers — Exterminators. They usually work alone, but sometimes work with teams who get the Remover into the area so she can make the kill.

Hardwares — Advanced weaponry, small arms and explosives experts. Enough said.

Magicians — Those skilled in Thaumaturgy. Highly prized and few in number, they are used mostly against Camarilla Tremere.

Overseers — Unit leaders on field missions who are skilled in tactics. Many of these rise to become dominions.

The Black Hand are all marked by a black crescent moon which is magically branded into the palm of their right hands. They support the Status Quo and lean toward the Ultra-Conservatives, but they are rumored to be fighting the power of the Sabbat Inquisition (which works to stamp out the practitioners of the Path of Evil Revelations). This may be politically motivated, or they may have something to hide. In any case, recent rumors have surfaced which indicate that the Black Hand may be more than it seems. Such rumors are whispered, however, for rumormongers have a way of disappearing permanently when the Black Hand is involved.

Roleplaying The Sabbat

The Sabbat is not for beginners. Not only must Storytellers and players understand certain things about both the Sabbat and the Camarilla, but the mechanics of the game become more complex to suit the needs of this advanced style of play. Sabbat characters live by an ideology of survival infinitely more complex than that arranged for the Camarilla in terms of the Traditions. Not only is there a regulated set of laws within the sect, but the player must also be able to balance within herself the conflicting ideas of loyalty and freedom.

In order to successfully play Sabbat, players must fully comprehend the responsibilities of the Vinculum, the Paths of Enlightenment and the ideology which supports the sect and its goals. Every member of the sect has some understanding of their history and goals.

Vampires within the Sabbat generally operate in packs, the group in which they live and hunt. There are very specific roles within each pack that need to be filled, such as leader, priest, abbot and the like. Each member of the Sabbat is free to pursue her own will and goals, but the survival of the pack is primary. The player has an opportunity to play as part of a team that has strong bonds of trust and loyalty along with its own set of personality conflicts and squabbles. The morale of the pack is vital to the dynamic of play because it enhances the feeling of playing as a group and operating within a structure in which you are a unique part.

Sabbat characters provide a different look into the psychology of a vampire who espouses qualities other vampires are encouraged to suppress. The place where a Camarilla character would gain five Beast Traits and go to the Narrator permanently is where the Sabbat vampire begins. It is up to the player how the newly-created monster deals with her unlife and how the violence inherent in a collective based on concepts of war can be balanced by the ethics of a Path of Enlightenment.

The Sabbat provides a unique opportunity for players to expand their imaginations, but a certain amount of time and commitment to the understanding of the sect is necessary for the game to work. Playing a Sabbat character is about roleplaying with a team, not individual power gain. A character's lack of humanity is not an excuse to kill indiscriminately; it is a release from the mortal morality surrounding the vampire's predatory nature. Playing the Sabbat requires a commitment to viewing your character as one of the great heroes, one of the chosen saviors of the vampiric race. Without this internal commitment, the Sabbat become nothing more than the vicious and disgusting monsters the Camarilla claims they are.

If you want an easy-to-understand character who is only out for himself, the Sabbat might be something to save for a later date. If you want a character with higher goals than personal power and the chance to become part of a tight pack of immortals bound for glory and destined for destruction, fighting their way to a world they believe to be free of threat and ripe for feeding, the Sabbat might be just the thing for you.

Running With the Pack

Almost all Sabbat vampires are members of a pack. Some packs are very small, with as few as three members; others are very large, with upwards of 20 vampires. There is an enormous difference in being a member of a coterie and being a member of a pack. A coterie is a group of vampires who profess allegiance to each other and agree to work toward similar goals. A pack is not a political group. It is not an agreed alliance. No child chooses her parents; no Sabbat member chooses his pack.

The pack is a natural organization among wild hunters. Since members of the Sabbat embrace their vampiric natures and view themselves as the ultimate hunters, it is no surprise that they enforce the natural symbiosis of pack existence. Those with more experience are consulted by the youth in order to gain skills, knowledge and thereby wisdom. A pack is a combination of family, military unit and religious cult, and each develops its own rituals, bonds and habits. Each pack is a completely unique structure providing variations on the sect's main theme. Usually, a vampire's pack is responsible for her enlightenment into darkness and her current position at the top of the food



chain. Pack members are often nicknamed appropriately as they prove to be good at one thing or another. The privilege of bestowing a nickname, or pack name, belongs to the individual who brought the vampire to the truth. Commonly, the privilege belongs to the vampire's sire or, if the vampire was converted, to the pack leader or a person of the pack leader's choosing. This pack name then becomes the only name by which the vampire is known.

Vampires have changed packs from time to time. This is usually the result of the rest of the pack being slaughtered, but it has been known to happen voluntarily. It must be noted, however, that most who leave their packs to join a different one are usually reported missing in action within a week or two and never seen or heard from again. The Sabbat preaches freedom, but it also preaches loyalty. Most believe that personal freedom is less important than collective loyalty, and those who voluntarily abandon their packs are viewed as ungrateful to those who raised them and taught them the way of the truth. This, in turn, is generally viewed as disloyal and the first step to betraying the sect.

Being a member of a pack carries with it a certain mind-set for the players involved. The first thing to recognize and remember is that disloyalty is the exception rather than the rule. Very few Sabbat can muster true disloyalty to their packmates. Though they may fight among themselves due to conflicts of personality, Path or interest, when it comes down to it, they will defend each other to the death.

Drinking the blood of another vampire is the most intimate activity in the life of a vampire. Members of the Sabbat engage in this practice with several vampires on a nightly basis. This creates groups that are very tightly knit, often learning to work and fight as a whole. In some cases, an almost telepathic bond forms between packmates, just as it does between close mortal friends. Many vampires develop a craving for the blood of those in their packs. This is not a hostile craving; it simply illustrates the kind of dependencies that can form among members of a pack. A pack that fights and is in earnest conflict with itself is an exception. Most pack leaders have unquestioning loyalty from their packmates simply because they know beyond a shadow of a doubt that their leader will sacrifice her unlfe for their safety and survival. The emotional ties among packmates are extremely strong, and most will not tolerate slights or insults from outsiders even within the sect.

The Sabbat itself is a collective born of war and dedicated to survival. This survival can only come to pass through victory in an even more dangerous war than that which sprang from the original Inquisition. In order to fortify itself against the threat of the Ancients, the Sabbat is creating an army of warriors who, over time, will become stronger and more cunning than any vampiric kind before them. The Sabbat uses the natural pattern of predators running in packs to encourage the strength and morale of its army and prepare itself for the ultimate holy war against the Antediluvians. The pack creates, through the nightly interdependence of group lifestyle, a bond, a pride and a sense of responsibility for one another that could be achieved no other way.

Warriors Within

Members of the Sabbat are reduced to insane monsters completely possessed by the Beast during the Creation Rites in order to teach each warrior what it feels like to be consumed by one's inner nature. They are then taught Paths and self-control in order to add a layer of cunning to a state as violent, passionate and abandoned as frenzy. Frenzy is a taste of the power of war and a toast to the true warrior within. The Sabbat hopes to win the Jyhad through dominance and strength. A chain is only as strong as its weakest link, and the Sabbat knows this. From their very beginning, they have found ways to challenge and test themselves constantly to ensure their readiness when the Ancients begin to waken.

Every member of the Sabbat is a warrior of one kind or another. They despise weakness and cowardice because it will not fortify them for the coming battle. There is no doubt in the Sabbat consciousness that the supreme Jyhad will come to pass and that they are the saviors of the species. When the Ancients rise, the Sabbat will be there, swords drawn and AK 47s ready to destroy their blood enemies.

Earning Alpha: Roles Within The Pack

Pack Leader

In nature, wolf packs are headed by an alpha, or dominant wolf. It is the responsibility of the alpha in nature to provide for the needs of the pack and protect it in times of need. It is also the privilege of the alpha animal to eat first in order to remain strong, to punish those who endanger the pack and to serve as the pack's primary hunter and protector. It is the same in the Sabbat. When any given pack member can prove herself stronger and more fit to feed and protect the pack, she takes the position of leader through the ritual fight of Monomacy. This may or may not result in the death of the initial challenger or the current leader, depending on the bonds of Vinculum and the mercy of the winner.

Pack Priest

Being the pack priest is an enormous responsibility, as he is responsible for running the rituals and supporting the spiritual well-being of the entire pack. He is usually an advisor and mentor, and pack priests are often nicknamed "Confessor." The Sabbat models its hierarchy as a parody of the medieval Catholic church, and ritual is vital to the pack's nightly living. Ritual provides a moment of respite from the Beast and serves to create a stronger group morale and bonding.

Lieutenant

The second in command of the pack is often titled lieutenant. In times of battle, lieutenants, of which there are rarely more than two per pack unless the pack is unusually large (12 or more vampires), lead strike forces and advise the leader in the areas of strategy and tactics. During times of rest, they advise the leader in other matters and serve as bodyguards when necessary. Lieutenants usually feed primarily off the leader who hunts first. Other pack members may then be allowed to feed off the lieutenants. This reduces the amount of carnage left by the pack per night as well as heightening the bonds of the pack. The term "bodyguard" is used loosely when dealing with the regular pack unit because, ideally, the pack protects each other and collectively watches each other's backs. Once a vampire has proven herself True Sabbat, all are viewed as equal, with certain respects being paid to expertise.

Abbot

It is the duty of the abbot to provide safe havens for the pack and to locate safe storage places for weapons, prisoners and the like. In live-action, abbots can be especially useful in finding secure places to meet. The privileges of abbot involve more time away from the rest of the pack, thus the opportunity to hunt independently and acquire new information about the movements and plans of others. A few abbots have been found locked in Tzimisce torture chambers for weeks after a Sabbat meet-

ing place, haven or storage area was compromised, so beware ye who seek rank. Abbot is usually the first rank acquired by a Sabbat vampire. It is customary to have an untried abbot followed by an older, more trusted member of the pack to ensure that no mistakes are made.

Beyond the Pack

Above and beyond the pack, there are ranks for governing Sabbat territories.

Bishop

Just above the pack leader is the rank of bishop. Bishops serve as advisors to archbishops and oversee sect activities within a certain area.

Paladin (also called Templars)

Paladins are bodyguards and assassins for bishops, archbishops and prisci. They are not allowed to be members of the Black Hand.

Archbishop

The archbishop usually serves as leader of a Sabbat-held city, though bishops have also been known to perform this duty.

Cardinal

Above the archbishop is the cardinal, a vampire who oversees a very large area such as the East Coast of the United States.

Priscus

Rising above the cardinal is the priscus. The Sabbat prisci advise the Regent and the cardinals.

Regent

Finally we come to the Regent, who is the true commander of the Sabbat. The Regent resides in Mexico City, the largest Sabbat stronghold in the world.

The Reality of Rank

Ranks within the Sabbat often overlap. The pack leader might also serve as priest. A bishop might be a pack leader. A pack priest may earn the rank of bishop without ever having led a pack (rare, but possible). A lieutenant could occasionally hold the simultaneous responsibility of abbot. In fact, most everyone who holds any rank at all within the sect has served some time as abbot. The abbot or lieutenant might also be the pack priest or, if the pack leader is a bishop or archbishop, the lieutenant may serve as his templar.

Some of the informal roles adopted by pack members depending on the purpose and goals of the pack include interrogator, torturer, recruiter and weapons technician. Leader, priest, lieutenant and abbot are the primary ranks within every pack structure. The other titles are more oriented towards who is good at what and will depend on what type of action is necessary at the time. There could easily be an entire pack of torturers or recruiters, depending on the needs of the story and the players.



Determining Pack Morale

Because of the hive nature of most packs and the interdependence found among members of the same pack, it is important to understand the vitality that group morale has and perceive its effects. In the table-top version of this game, Sabbat members roll dice to determine whether or not their morale remains good even in times of stress. For example, if a pack is being attacked and the leader runs away, the rest of the pack will most likely follow. If the pack is being attacked and the priest is screaming war-cries of success, the rest of the pack will probably join in. Pack members feel like they are members of a very special and private group, and when one falls, the others may either grow angry and gain courage or become fearful and lose courage.

Pack morale usually comes from the roleplaying. If a system is needed, the following is quite effective: When the pack is involved in a group combat of any kind and the rest of the pack notices one member losing a challenge, each pack member player must engage in a Simple Test with any nearby individual. If the majority of the pack wins the test, the morale will remain high, and the pack should engage in action to defend their brother or sister. If the majority of the pack loses, they will either run or get out of the situation as quickly as they can. Just as one picks up feelings of fear and intimidation from one's close friends and family, so do the Sabbat from their packmates. If morale remains high, the pack might throw themselves a Blood Feast in congratulations. If they have lost morale, the pack leader will force them to perform a ritual, go on a hunt together or do something to reaffirm themselves. Many Sabbat games and rituals (see Sabbat Rituals section) are excellent for this purpose.

Sabbat Tactics of Infiltration

One of the primary ways the Sabbat works to corrupt and destroy the Camarilla is through infiltration. This is usually carried out in several steps and is one of the most effective ways of attracting recruits as well as ruining already established coterie, business deals and mortal relations. It is a wonderful way to use an antagonist — especially in a murder mystery style story, where the “one who done it” is among the assembled group, all of whom had formerly appeared to be allies. It is also a great way to keep a chronicle running with a consistent antagonist who, at the end of four or five separate stories proves to be the influencing evil. This ends the chronicle with a bang and an enormous adrenaline rush as the characters finally get the bad guy whom they mistakenly trusted all along. The world of the Camarilla is a corrupt one; why not make the best of all of your story options?

The Sabbat has one advantage when infiltrating the Camarilla: If they don't break the Masquerade or use Vicissitude in front of the prince, no one will suspect them. Any Sabbat member who puts on a nice suit or conservative dress and speaks politely will probably not come under suspicion until events begin to point to him. Subtlety is the key to infiltration, regardless of the tactic.

Mistaken Identity

This tactic involves the kidnapping of a Camarilla vampire and the Sabbat vampire assuming her identity. It takes some time and care to pull off, since extensive use of Dominate and questioning are necessary to acquire the bulk of information the Sabbat member will need to seem like the genuine article. The advantage is, no one is immediately going to be suspicious until he makes his first mistake. The Sabbat chooses its vampire infiltrators carefully when using this tactic; one mistake on a matter of no seeming importance could ruin the mission. In any case, after the questioning is complete, the Sabbat spy is carefully fleshcrafted to be identical to the other vampire. The Sabbat spy must practice the other vampire's speech patterns and typical inflection to make his voice identical as well. The spy himself is often allowed to put the subject under personal experiments and scrutiny in order to discover how he reacts in situations of panic, such as frenzy or Rötschreck, or how his sire takes his tea.

The Sabbat tries to be as thorough as they can with this process because it is so involved. Often the spy is Dominated (Intermediate level — Mesmerism) to call a specific number at a specific time or to identify another sect spy by the use of a code word or phrase which they will not recall until they hear it. The spy also often goes through a period of estrangement from her pack, where she is fed pack blood nightly, relents to Dominate or is hypnotized repeatedly until even under extreme mental probing, she would be unable to confess she is Sabbat. This mental conditioning must be performed with care so as not to injure the mind of the Sabbat agent and to be sure she retains knowledge of her mission. It is almost always overseen by a cardinal or priscus.

Introduction

In this method, the Sabbat agent waltzes right in to the prince's chambers and announces herself as a loyal Camarilla member. This requires little preparation, but back-up is nice, just in case.

Kill Thief

This tactic is used when the Sabbat intercepts a foreign vampire traveling to a specific city and quickly uses Vicissitude to mirror him in appearance while hoping for the best as far as personality goes. It is most often used to disseminate false information and forged documents, and to start fights, rivalries and all-out wars between the clans of the Camarilla.



Injured Kindred

This particularly cruel method of infiltration is the Sabbat's way of suckering the Camarilla, counting on the Kindred's humanity to be their downfall. A pack will either expose one of its members to a fight with a Lupine (waiting until their packmate is nearly incapacitated before joining the fight), or the pack itself will inflict the damage using the most cruel ways of wounding they can find. Sometimes they set this up to happen in front of a group of Camarilla with all but the victim having changed faces. The victim/agent is then left to be found by the Camarilla and hence "rescued." At least one pack member will usually stick around to make sure the rescue goes okay and to follow the infidels to the place where the agent is going to be kept and treated. The agent then befriends the Camarilla vampires and proceeds to do as planned: assassination, stealing documents, setting bugs, recruiting the prince's progeny or whatever. This method has been effective in the past as a way of reintroducing a vampire who had been kidnapped and replaced as in the first tactic.

Convinced Ghoul

This tactic is used when a vampire in the Sabbat creates a ghoul and tells her she is someone else. The ghoul will then believe she is, for example, the servant of the fifth generation Camarilla Caitiff, Doreen, but her mistress has just been killed by hunters, and now she is all

alone with no one to take care of her ... blah blah blah. The idea is to infiltrate with one who has been Dominated to genuinely believe the story she tells. The Sabbat usually picks helpless-looking, attractive teenagers for these kinds of infiltrations. They do not like to rely on mortals either, so the infiltrators are usually Dominated and given the suggestion to acquire a specific piece of information, jewelry, book or some such once she has been accepted. If true indoctrination has been achieved, the ghoul then returns to the Sabbat with the item in question.

Sabbat Hijinks


Here is a list of some of the Sabbat's favorite ways to cause trouble for the Camarilla.

Dominated Flunky

The Sabbat either makes a vampire or Dominates a fairly new one to attack whomever they are with on a word or phrase cue. This can be a wonderful Masquerade-breaker and a great way to distract important vampires from their urgent business. It's a particularly popular thing to do with primogen progeny.

Vulnerable Hunter

In this little game, Sabbat members grab a mortal off the street and convince him vampires are real. They then arm the person with stakes or large firearms and show him



who to go after. They usually say they will be there to back him up or that he is only their back-up. They convince the mortal that what he has to do is vital to the world's survival.

Armed Madman

Sabbat Malkavians love to give the gift of madness and do so whenever they find those who are worthy. If they happen to find such an individual on the night of say, a Toreador event, they will often drive him completely mad, arm him and then send him in to make trouble. Sometimes the Malkavians will use Cloak the Gathering to sneak the intruder into the party before releasing him.

UPS/Fed Ex Surprise

The classic messenger with gun scenario.

Child Abuse

The Sabbat uses Dominate to convince kids to throw rocks through Elysium windows, spray-paint Masquerade-breaking graffiti on haven walls or vampire-owned cars, etc. This tactic is very annoying and troublesome because most Camarilla vampires can't really bring themselves to punish children, regardless of the damage they do. It can be a wonderful distraction for a kidnapping or other crime, as well as a way of insulting, humiliating and/or framing the enemy.

City Trouble

This is extremely funny to most Sabbat, especially when they can time it to coincide with the arrival of some out-of-town primogen or a Justicar. The object of this escapade is to make the prince and the other vampires in the city look like complete idiots. The impression desired is that they have absolutely no control over their territory. Anywhere from one to three Sabbat packs converge on a Camarilla city one or two nights before the arrival and learn their way around. On the night in question, they begin wreaking havoc. A partial list of some of their antics: release all of the animals from the pound, sabotage city buses with tear gas, cause blackouts, destroy computer systems, Dominate mortals to commit crimes, cause car wrecks, call in bomb scares, set people on fire, set cars on fire, set public buildings on fire, set other vampires on fire, run through the streets busting open all fire hydrants, disconnect traffic lights, dig up sections of main roads with hot-wired construction trucks, exchange street signs, play Cowboys and Indians and just about anything else that would cause trouble and give them a good laugh.

All of the above ideas are good plot initiators or random distractions to heighten tension. Most of them do not require much preplanning and can be great game-savers if things are not proving as exciting as you had hoped or the players need a boost to jump-start them into character. Victims of the above crimes are excellent Messenger or Minor type Narrator characters.

Sabbat Security Tactics

I'd rather die than

give you control.

— Nine Inch Nails, "Head Like A Hole"

Every Sabbat member realizes that if the Camarilla gets hold of the secret information the sect protects, it could be a major catastrophe — partially or completely destroying everything the sect has tried over hundreds of years to create. It is uncertain how many of the Camarilla elders are directly serving the Antediluvians. Therefore, it must be assumed they all are. All Sabbat, regardless of their differences of opinion regarding violence, conversion, ritual and the like, will defend the secrets of the sect with their unives.

The few who have survived Camarilla questioning in the past and returned to the Sabbat have met with most unpleasant fates. It is assumed that they bought their unives by selling out. Not only did they divulge information that could destroy the sect's purposes, but they endangered the lives of those to whom they are Blood Bonded. If the sect fails in its goals, they believe, all vampires will be destroyed upon the awakening of the Ancients. Thus, endangering the saviors of the race by revealing secret information is unquestionably a crime warranting Final Death. If your Sabbat judge doesn't kill you, the Wild Hunt or the Black Hand will.

In dire circumstances, therefore, the following behaviors are fully condoned:

- Gouging out of one's own eyes (to prevent falling victim to Dominate).
- Provoking Final Death by attacking the enemy (Even if you die, the secrets of the sect must be defended and guarded).
- Final Death in any form.
- Revealing yourself as Sabbat just prior to Final Death (Just for that extra dig).
- Running away, but only if by doing so you preserve a current infiltration or plot.

The Idiot's Guide to Compromising Information

What does the sect consider a security compromise?

- Sabbat blood being in the hands of any non-Sabbat. This includes diablerie (Those who diablerize Sabbat vampires can count on being on the top of the Black Hand's hit list as well as being the target of the next War Party by the pack to whom the victim belonged).
- The revealing of any information regarding the rituals practiced by the sect, especially the Vaulderie.
- Names of other sect members in non-sect hands.
- True goals of the sect, particularly immediate goals, revealed to those not of the sect.



• Anything and everything that might even slightly alert an outsider to a truth about the sect. Lies are fine, but truth is completely unacceptable.

Those who fail to defend the sect will be severely punished, if not (and this is far more likely) completely destroyed.

Sabbat Rituals

Using Rituals in a Mind's Eye Theatre Setting

The Sabbat is distantly related to medieval Catholicism in the form of parody, sometimes viciously so. Catholicism has, from its beginnings, been swathed in ritual — from baptism to the giving of Holy Communion to the last rites. To this day it is not uncommon for Sabbat priests to read the last rites over the bodies being drained by their fellow pack members during the Creation Rites. Many still read them in Latin (whether they understand them in Latin or not is an entirely different matter).

The Sabbat places great importance in its rituals since they serve both to bolster morale and to teach the sect's doctrine. Many packs possess more than one ritual freak and spend many nights performing and creating more rituals. Rituals within the Sabbat are also tests. Many were created for the sole purpose of testing the strength and

endurance of the warriors involved. It has also been the warrior's right throughout history to be blessed before battle and celebrated upon return. The Sabbat observes this custom and encourages it through use of various kinds of ritual.

Ritual is an important element in the Sabbat mind-set in a live-action situation. A well-run ritual serves to get all of the players into character and jump-start all of the characters onto the same wavelength. Ritual can provide a moment of quiet in the midst of chaos and allow the characters to prepare for battle or any potentially stressful or life-threatening event. Ritual can give the lone infiltrator a sense of who she is out to protect and why keeping the sect's secrets and defending the sect is so important.

Roleplaying rituals requires a commitment from the players. Sometimes people talk or get silly during the passing of the Vaulderie chalice. If, however, the players are willing to really involve themselves in the lives of their characters one more step, the intensity and experience of ritual in play can greatly enrich the roleplaying for everyone involved. All of the Sabbat rituals are either parodies of those found in the Catholic church or they are fictional. No ritual has the potential to harm anyone for real. Many of them are designed to test the character's abilities, but they are in no way intended to do so for the players.

There is a very spiritual side to the Sabbat, perverse as it may seem. They have created a culture that must nurture strength, independence, freedom and loyalty. Spiritually



speaking, each character in the Sabbat must find a way to survive without any humanity. They are hunters who depend on their instincts to guide them. Many people choose to play Sabbat characters as mindless brutes who kill, maim and destroy with no apparent conscience or reason. That's perfectly fine. What these players are depriving themselves of though, is the richer, deeper awareness the Sabbat possesses.

Each member of the Sabbat undergoes what people in our current society no longer have the advantage of experiencing. Throughout history there have been rites of passage for young people to bring them undoubtedly into the world of the adult. With only a few exceptions, such as a bar mitzvah or the Quinceañera, hardly anyone experiences anything even close to a rite of passage in Western culture today. We may go through a high school or college graduation, but that is impersonal at best.

At their creation, recruits of the Sabbat are brought into a group that nurtures them to make them strong and willing to fight. But it is not violence without reason. Each time a Sabbat member gains a new ability or overcomes a new threat or obstacle, the pack celebrates and makes the neonate aware of her accomplishment. They punish wrongdoing with equal enthusiasm. Society today has lost many of our cultural rituals in favor of technology, and the Sabbat allows us to return to some of those instincts we have forgotten we possess.

Kinds of Rituals

The rituals of the Sabbat can be divided into three basic groups: the *Auctoritas Rite*, the *Ignoblis Rite* and the customs of each particular pack. The *Auctoritas Rite* are very traditional and are practiced by all Sabbat. The *Ignoblis Rite* are practiced in different ways by most packs, depending on their particular goals and make-up at the time. Each pack also develops their own customs which often take ritual forms and change with the times.

Auctoritas Rite

These are some of the *Auctoritas Rite* which are most useful in *Masquerade* games.

The Creation Rites

These are the series of rituals used to convert and Embrace new vampires into the sect. For more information and rules, see the section on Creation Rites later in this chapter.

The Vaulderie

Perhaps the most important of the *Auctoritas Rite*, this is the ritual on which the Sabbat was founded. In the Vaulderie, each vampire sheds some of her blood into a chalice. Once the blood has mixed together with the





blood of all present, the chalice is passed around a second time for all to drink from. This ritual initiates and maintains the collective Blood Bond (known as the Vinculum) that the Sabbat maintain with each other. Rules for the Vaulderie and for Vinculum can be found later in this chapter.

Monomacy

Monomacy is a ritual fight (usually to Final Death) used by the Sabbat to settle disputes. Most of these disputes concern who should be leader of the pack at a given time. Many vampires are diablerized during this ritual either by the winner or someone the winner chooses if the blood is not useful to him personally. Unless rules are established at the beginning of the fight, it is generally understood to be open for anything as long as only the two involved actually fight. If one is discovered to have outside aid, the pack will kill them both for the principle of the thing.

Sermons of Caine

These are rituals led by the clergy and preached to the gathered pack. Catholic Masses are often bastardized for format while the actual sermon comes from the **Book of Nod**. Legends and history of Caine and his vampiric legacy are very important to Sabbat ideology, and these sermons are used to direct the focus of the sect and remind all members of their origins and destiny as the world's ultimate hunters and the saviors of the race. Sermons of Caine are always followed by the Vaulderie.

War Parties

This is a wonderful ritual for a Sabbat-only **Masquerade** story because it involves two or more packs who all go on the warpath to acquire the blood of a Camarilla elder. The contest is in seeing who can get him first. Most Sabbat go all-out during War Parties; war paint and rituals of blessing before and after are common.

Wild Hunt

The Wild Hunt is the Sabbat version of the Blood Hunt. Anyone who has committed a serious enough crime may be hunted. Wild Hunts are generally called by archbishops, but packs have been known to spread the word on their own (although the members are usually severely beaten and otherwise punished later). This ritual is used primarily to hunt down vampires who have leaked serious information to the Camarilla or other outsiders. The fun thing about the Wild Hunt is that all those who may possess the knowledge are targeted.

Games of Instinct

The Games of Instinct are the equivalent of vampiric Olympics and involve tests of strength, agility, wits, perception and stamina to see which vampires are the strongest. They are not always formal and are often played when the vampires have nothing else to do. Each pack creates its own games as a means of testing their hunting ability, resistance to pain, fighting prowess, bravery or wit. The games are intended as competitions, and betting on the winners is a minor game in and of itself.

Ignoblis Ritae

These rituals mutate and change with each pack who performs them.

Acceptance Rites

This ritual is used by a pack to accept a new leader or priest or to welcome a recruit to her new standing as True Sabbat. It should be used to award Status Traits within a pack. The mechanics of the ritual usually consist of the pack priest or leader reading a brief bit from the **Book of Nod** about raising one's standing and becoming closer to Caine. The individual for whom the ritual is being performed is usually required to kneel in the center of a circle of her packmates and have a chalice of their blood touched once to each shoulder. It is with this dubbing that Status is bestowed. Blood is usually rubbed on the forehead of the vampire as well and is not to be removed until it wears off. The Vaulderie is then performed. If the vampire at the center of the ritual is becoming the pack leader, she should hunt for the pack before the ritual to show her willingness and ability to provide for them.

Initiation Rites

These usually occur a couple of weeks after the Creation Rites. At this time, the pack reveals the truth about their sect identity and performs a small ritual welcoming the fledgling into the sect. It is explained to her that she will have to prove herself by trial or in battle with the infidels. This ritual is often performed by the priest alone, depending on the time and duties of the pack. The entire pack is not required to attend.

Welcome and Farewell Rites

These rites are used to greet and bid farewell to fellow Sabbat entering or leaving a city. Often a party of sorts is thrown with a Blood Feast of mortals on tap. The Vaulderie may be performed, and all priests and leaders are required to say a few words in welcome or in farewell praise of their brethren. Any others who wish to speak are also welcome. It is common for each vampire in attendance to present themselves to every other and either offer their name and place of origin or a few words of farewell.

Fun and Games

Sabbat games are fun for livening up a game that is a bit slow and for serving as starting events in an all-Sabbat chronicle. Creating a situation in which the pack is just out to play one of the games and ends up encountering something entirely unexpected (the antagonist) can be a very effective use of Storyteller resources as well as giving an exciting, immediate start to the game. When running an all-Sabbat chronicle, a key factor to success is to encourage the players to play as a team right from the start. Sabbat games can be a great help in doing that.

These are some of the games that are universally popular with the sect. When they go, they go all-out, and the Masquerade does not slow them down at all. If anything, many are designed to break the Masquerade, annoy the Camarilla and have a load of fun.

Dueling With the Enemy

This involves a Sabbat member challenging an anarch to a duel just for fun. The characters involved should set their own rules and both be prepared for what could become disastrous if a Final Death occurs. Sabbat fighters do this to test their enemies as well as to prove their own strength. Players should remind themselves in character that the characters do this for fun, not to start wars. If someone were to die, any self-respecting Sabbat or anarch would assume the other person cheated and undoubtedly seek revenge.

Trick or Treat

Sabbat members, when hungry or bored, often go door-to-door trick or treating. If they are not given candy or something else a bit more useful (watches, money, jewelry), they sneak inside and "trick" the people by drinking their blood. Social as well as Physical Challenges can come into play during this game.

Blessings

Blessings can be used at any time to bless the pack or an individual who has a specific quest. They usually occur before fights, invading enemy territory and going after a desired object or individual. Blessings often occur during the Vaulderie since blood is required. Each pack member traditionally kneels before the priest and asks for blessing thus: "Will you bless me in my task of ___?"

As the priest presses a finger or thumb print of blood onto the third eye region of the forehead or sprinkles some blood over the vampire's head, she replies, "Caine hears your call, and you are blessed." Blessings are very serious

Headbanging

This game involves Sabbat members going into clubs, particularly ones with mosh pits, and allowing themselves to frenzy. Anyone they wish to drink from must be challenged, either Socially or Physically, depending on the willingness of the victim to be drunk from. Note: this one gets tough if you don't have a club setting with mortal and/or supernatural creatures (i.e. other players), to populate it.

Cowboys and Indians

Sabbat members costume themselves like cowboys and Indians and hunt each other publicly. They shoot with real bullets, and if someone needs to take time out to heal herself, this is always allowed. This game is particularly popular among the sect, and almost all find it incredibly fun.

Football

This is your average game of backyard football. The trouble starts when the brutality goes far beyond human capacities and the vampires attract attention from others of their race (or other races), or when twenty cop cars show up.

Fox Hunt

The Sabbat capture a Lupine and taunt him to the verge of frenzy. Then they release him into the city and hunt him down themselves. The Lupine is always given a head start. Games like the fox hunt are good for initiating the action of a game, but the Lupine ought to be set up as an antagonist or a Narrator character. Dooming other players' characters to certain death can be pretty cruel.

and frequent undertakings in the Sabbat because of their superstitious and ritual-dependent culture. Most pack members secretly look forward to blessings because they are just about the only moments of peace and quiet a Sabbat vampire gets.

Call to Caine

This is a speech asking the guidance and protection of Caine in an upcoming mission. Calls to Caine are usually parts of other rituals, and each pack member gets a turn making the call.



Confession

This rite is opened like a traditional service or Sermon of Caine. Then the priest asks which of her brothers and sisters would care to confess their sins in the eyes of all present and in the name and honor of Caine. Those who wish to may do so. The pack spends a good bit of this confession time teasing and cheering for themselves. It becomes more of a bragging contest than anything else. Sometimes fires are built and mortals brought to listen. They are used as snacks after everyone who wants a confession has had one. The priest asks, "Who among you is brave enough to take Holy Communion and atone for your sins?" — at which point, any mortals present had better be ready to meet their own Maker.

Ghost Dance

This rite is held to honor the dead. It is enacted in many different ways. One pack may dress all in white, wear clown-white make-up and drag wheelbarrows around while knocking on doors and calling, "Bring out your dead! Bring out your dead!" Another pack may make a bonfire and dance while other pack members play drums.

Jyhad Rites

This is usually a mock battle ritually enacted by the pack to bring luck in the Jyhad. Some pack members play the Camarilla, and others play heroes of the Sabbat. It is often followed by a blessing.

Oaths of Fealty

This rite is part of other Sabbat rites, most commonly the Vaulderie. After passing the chalice or while each member holds it in her hands, before she drinks of the communal blood, each individual will make a promise of loyalty to the pack. She then drinks and passes the chalice.

Sacrificial Rites

These are also part of other rites, like the Jyhad rites or some blessings. A human or Lupine is sacrificed (the blood is not drunk by any vampire of the assembly) to bring luck on whatever the pack desires, usually a battle.

Pack Creed

A short speech about loyalty and preserving the honor of the pack, this is usually spoken by the leader and is generally part of other rituals.

Thanksgiving Ritual

This ritual is used whenever a Sabbat pack is successful in their quest. It often employs a version of the blessing where the priest says, "For what do you wish to thank Caine?" The vampire will reply appropriately, and the priest will conclude with, "He hears and is with us."

Sunrise Service

Initiated by the most egotistical or insane Sabbat, this test of bravery calls for all to participate in a blessing or Call to Caine and then wait for sunrise to see who can brave it the longest. Unfortunately, many Sabbat end up dead.

Rituals of Justice

These are rituals the Sabbat isn't supposed to perform without a bunch of officials, but most packs do anyway. No punishment in the Sabbat is dealt without some ritual to help intimidate the accused. Often the pack will gather in two lines, and the accused will be bound and laid horizontal between the lines of his packmates on the floor. He must then answer seven questions of the pack leader or whoever the pack leader allows to ask. At the end of the seven questions, the pack, still looking down on the accused, will either agree he is guilty and punish him however they see fit, or they will ask another series of 13 questions. If the accused is determined innocent, the accuser will normally be punished in his place.

Using the *Ignoblis Ritae*

The *Ignoblis Ritae* can be used as often or as little as the players desire. Players should also feel free to make up their own. The Storyteller may wish to allow Trait gain in the form of temporary Traits for the characters after performing some rituals. For example, the pack performs a sacrifice for strength in battle. Each member of the pack receives an additional Physical Trait for the duration of the anticipated contest. If the pack is blessed before going on a scouting mission into enemy territory, the Ritual may grant them each one additional Social Trait. If the pack performs a Rite of Loyalty and bonding other than the normal Vaulderie, they may all go up one point in their Vinculum ratings for each member of the pack. All Traits gained by ritual use are temporary and last either until the end of the anticipated event or until they are used. A vampire who has six Physical Traits and who participates in a rite which adds one to her pool, may not, when spending her sole Willpower Trait at the end of the fight to regain her Traits, reacquire the gift Trait from the ritual. Once the character uses them, they are gone for good. If a character has any gift Traits left over from one night to the next, she must forfeit them.

The condition which goes along with these temporary gift Traits is that the pack can't just say they did it. They must either roleplay the rite in real time or sit out of game for half an hour. Gift Traits must *always* be Storyteller-approved.

Special Practices

The Creation Rites

*Kneeling down with broken prayers,
hearts and bones from days of youth,
Restless with an angel's wing,
I dig a grave to bury you...
released from circles guarded tight,
Now we all are chosen ones.*

— The Indigo Girls, "Secure Yourself"

The Creation Rites of the Sabbat are different from any other kind of vampiric ritual. They serve to weed out the weak before they are initiated and to alter the sanity of the prospective member in order to destroy any humanity within the candidate's mental or spiritual reach. The Creation Rites are a very specific process which the Sabbat does not regard lightly. It is one of the most significant events a character can experience.

Physically, the process involves the potential pack bringing the candidate (or candidates) into a graveyard and draining their blood. Once the blood is drained, the mortal body dies and only one Blood Point from the sire is fed to the candidate. The individual who drains the blood will become the sire if the Embracee is mortal or a ghoul. If the candidate is another vampire, draining of the blood is necessary as well, leaving only one point for them to survive on once in the grave.



Next, the pack cracks each candidate over the head with the shovel used to dig the graves to knock them unconscious. The pack then must dump the bodies into an open grave, one for each candidate, and bury them. It usually takes at least an hour for the candidate to wake and possibly claw their way out of the packed grave. The pack spends this waiting time engaging in whatever ritual they choose to effect their own bonding and the anticipation of progeny. Bonfires are often built with fire walks ensuing as part of the pack's morale booster.

What is happening in the grave is the loss of humanity and cracking of the spirit. Each vampire Embraced by the Sabbat emerges from the grave abandoned by any shred of sanity he once possessed. While in the grave he may have heard voices, seen visions, re-experienced all of the traumatic events of his mortal life, been assaulted by the wraith whose grave he is violating, been touched by the dreams of his former clan elder and so on. The result is a starving, mindless monster in a state of frenzy that has been completely given over to the Beast. Other characters cannot Dominate, calm or control the vampire fledgling in any way until he has completely filled his Blood Pool. New Sabbat vampires are in the position of Camarilla vampires who have gone into permanent frenzy from the acquisition of five Beast Traits.

Emerging from the grave is no easy task, and each vampire who experiences it remembers vividly what occurred. It is extremely painful physically, and wounds are often incurred in the grave itself. Breaking a fist on an old skull or being lacerated by a coffin shard are quite common. Often vampires in the Sabbat are haunted by nightmares of their Creation Rites throughout their entire existences.

Creation Rite Systems

Whatever the ritual performed by the pack, they must all remain out of play (describing the physical and roleplaying the verbal aspect of the ritual is greatly encouraged) until their new whelp makes his test to see if he makes it out of the grave. This out-of-game period should last for one hour. If the game itself has been constructed to last only four to six hours, the Storyteller may feel free to shorten this time. The important thing is that the players receive a sense of having been through a ritual and/or an ordeal to create and initiate their progeny. Fifteen minutes is the shortest possible time this ritual should be allowed to take. The players must remain together (preferably somewhere isolated) and not interact with other players at all. If they so choose, the roleplaying should continue through this time.

The new whelp must, at the end of the hour, engage in a Static Challenge with the Storyteller. The other players must not see the results out of character. Either they see the hand emerging from the dirt, or they sit there



wondering why it's taking the fledglings so long to climb up. The potential Sabbat must win two out of three Static Tests to emerge successfully from the grave. If he wins only one out of the three, he only gets halfway. The player may, if he loses, proceed to engage in one retest for every Physical Trait he is willing to spend. He must still win at least two out of three Tests, although they are cumulative. In other words, if the player loses the original challenge by not winning two out of three Tests, he may proceed to call for retests until he is out of Physical Traits. Even if he spends four Traits, as long as he wins at least two of the tests, he may emerge from the grave successfully. The Storyteller may feel free to add five minutes extra onto his time in the grave for every additional retest he takes. It is possible for the other characters to dig up the tardy or unsuccessful progeny in times of great need, but, without his required time underground (for the retesting progeny) or being dug up at all for the unsuccessful candidate, he will be stark raving mad and completely uncontrollable for the remainder of the night.

The pack is advised to have some fresh blood on hand for the new arrivals, because when they emerge from the grave they are completely bloodless and mad. They are in frenzy and must Physically Challenge the first person or blood source they see. They will not release the blood source until they have drained it completely. Freshly created fledglings have no self-control and 10 Willpower Traits until their Blood Traits have reached its maximum. Their stats will then return to normal. The pack usually provides many previously captured mortal victims from whom the whelps may feed.

Sabbat vampires, thanks to the shock of the Creation Rites, emerge from the grave with one new Derangement caused by some experience they had during their enforced burial. The Storyteller may wish to describe to the victim some of the events under the earth during the rites and select a Derangement for her. The new player must not be allowed to choose her Derangement, because she wouldn't have any control of what happens to her cracking, blistering mind.

Another suggestion is to have a selection of random event cards and allow the player to blindly draw one or more. It could describe anything from an injury to a vision to a voice screaming in her ears until she emerges. The Storyteller should be as creative as possible in these event cards, because any memories from these rites will have some bearing on how the character changes from one life or sect to the next. The most important thing is that the Derangements be playable. The Derangement acquired during the Creation Rites is not permanent. Once the character has acquired two Path Traits, the Derangement from the Creation Rites will dissolve.

After the Emergence

Once a vampire has made it out of the grave and fed, she may have no idea what has occurred. The Paths of Enlightenment are vital to the mental recovery of newly created vampires because it gives them a replacement for their old code of ethics. Their sense of right and wrong was entirely destroyed in the grave, and the Paths provide a simulation of their old humanity. Converted vampires will function on their former Beast Traits until they acquire the Path Traits to replace them.


The Vaulderie is performed once all who are going to survive emerge and feed. The first Vaulderie is extremely important to the new Sabbat because it initiates them into the ideology of loyalty they will live by for the rest of their unlives. It is an incredible blood high, leaving all participants feeling pumped up and ready to take on the Antediluvians themselves. Pack morale is high, and tensions between its members are low. It is a thrilling experience for all involved because of the importance the Sabbat places in its rituals. This is the new ones' first taste of pack blood, and they'd better respect it!

This initial Vaulderie is viewed as a gift rather than the right it becomes once the vampire is accepted as True Sabbat. The pack is sharing their valuable blood with those who may be killed in their first battle or never truly recover from the madness of the grave and have to be exterminated. They are still too close to their mortality for the comfort of the pack and are watched closely for at least the first year, if they live that long. Until a new member proves herself as True Sabbat by exterminating one or more infidels in the Jihad, or, in times of peace (ha!), completing whatever task the pack deems fit, she isn't worth much.

It is usually the responsibility of the sire to teach the new pack member Disciplines and instruct her in a Path. Instruction takes one half-hour of game time during which the sire or teacher and fledgling must speak uninterrupted.

Watching Out for the New Kid

Players with pack leader characters should beware of the stigma placed on new progeny, because even though they may have a fledgling character with not a lot of experience, they also have a player who wants to be an active participant in the action. Encouraging the new progeny to be their sire's assistant as well as encouraging the sire character to include her progeny in her activities may help solve this possible exclusion. The new progeny is a member of the pack now, and even the lowest on the totem pole need to feel welcome and included in the group dynamic.



Many packs consider this teaching part of the ritual and insist on all being in attendance. If the Path of the sire does not appeal to the progeny, she must petition the others of her pack to teach her instead. Most are willing to teach their Path because each Path believes it is the best and the one closest to truth.

In practical terms, the Creation Rites change the character permanently. The shock of the abandonment of humanity as well as the adjustment to being alive after death (or for an already Embraced vampire, the shock of enjoying one's eternity with the Beast) usually leaves a creature feeling very uncertain. The Vaulderie provides physical and spiritual reassurance. Once a character becomes Sabbat, there is no going back. Any former Blood Bonds are broken, and a new, more powerful one has taken

their place. The Vaulderie is such a rush, the best feeling of the Embracees' existence so far (either vampiric or mortal), that they have no desire to turn back to their former ways. The truth has been revealed! The Beast is not to be fought; it is to be nurtured, cultivated, if you will, until the new vampire and the Beast are one symbiotic organism, each feeding off the needs of the other. Ah, Sabbat! There is no longer any other way.

Converting Others

Converting others (Camarilla and vampires without specific sect alliances) into the Sabbat is one of the sect's major goals. There is no such thing as a Sabbat-proof vampire. Any vampire can be Embraced into the Sabbat, although some clans are riskier than others. The Sabbat believes all vampires in the world must either be Sabbat or be destroyed. "If you're not with us, you're against us" is a clear and all-consuming point of Sabbat philosophy.

As an action of the antagonist, conversion can be used very subtly to create more tension among the protagonists. It must be controlled though, because the Embrace into the Sabbat often leaves character personalities completely altered. Their faces may be the same, but once their companions begin to hear their opinions and watch them "forget" about the Masquerade, look out.

In order to convert a member of the Camarilla or any other non-Sabbat vampire, she must first be surprised. The Creation Rites are sacred, and no one should have any idea about what is going to happen to her.

Vaulderie and Vinculum

Of all the *Auctoritas Ritae*, the Vaulderie is the most important ritual the Sabbat practices. In fact, it is essential to what the sect is, the foundation for Sabbat society and success. The Vaulderie (the ritual of shared blood) creates a Blood Bond among all participants and breaks any previous bonds for new members. The feeling the Vaulderie creates is one of fellowship, comfort and intense loyalty. It raises the morale of the participants and gives them a tremendous rush. When the combined vitae of your brothers and sisters hits your lips, it is always better than ever before, and it is always amazing. Many Sabbat become addicted to their packs' blood through the Vaulderie and become panicked if a night or two goes by without the rite being performed. The Sabbat does not frown on this kind of addiction. In fact, they encourage it.

The loyalty created by this bond is far beyond any human emotion and therefore, much more profound. Loyalty is primary to the survival of the Sabbat because it keeps the sect from falling into complete chaos. Sabbat vampires who survive the Creation Rites and their initial trials are creatures of strong will and powerful body. Loyalty to each other keeps the competition for power under control and the sect functioning as a whole. All

Ten Quick and Easy Steps to the Creation Rites

1. Get the victim to the graveyard.
2. Sire consumes blood (Physical Challenge, if necessary. Blood Traits are consumed at the rate of one per round) and feeds only one Blood Trait back to the victim.
3. Unconsciousness is inflicted on the victim with the shovel (No other items are acceptable. It has to be with a shovel. Tradition says the ritual won't work without one. No one has ever emerged from the grave who was hit on the head by anything other than a shovel).
4. The pack stays together for one hour and begins its rituals.
5. The victim suffers and acquires one new temporary Derangement.
6. At the end of the hour, the Storyteller engages the victim in three successive Static Tests. Two out of three wins for the victim and she is home free. If the victim loses, she may retake this test once for every Physical Trait she possesses and is willing to spend. Otherwise, she must create another character at the discretion of the Storyteller.
7. The new member Physically Challenges the first person she sees. This continues until her Blood Pool is full.
8. Vaulderie.
9. Teaching, if desired. One half-hour is required to teach Disciplines and Paths.
10. Voila! A new Sabbat character is born. The player should read the sidebar in this book: "A Word For Those Who Become Sabbat During the Game."



vampires who share in the Vaulderie are Blood Bound to each other. Weak bonds are the exception, and with the frequency with which the Sabbat practices their rituals, weak bonds are unlikely to remain so for long.

The Vinculum

The rules of the Vinculum are described in the simplest terms possible to facilitate ease of play. A numerical definition is not given for Vinculum ratings because a Blood Bond is not done by halves. You either are or you aren't. As vampires in the Sabbat age and perform the Vaulderie more and more, the ties become all the stronger. Some Bonds are stronger than others, and not all Sabbat are willing to give their own unives for every single person in their pack. On the same note, many are. Members of the Sabbat can't control who they become closer to over the years. It just happens. This intensity of bond sometimes can result in sticky situations such as jealousy, over-protectiveness and obsession. Your bond with someone may become so intense, you practically frenzy when people other than yourself drink his blood (see the Derangements list for more ideas on Vinculum bonds gone awry). In any case, even your first Vinculum Blood Bonds you to those with whom you share the ritual.

The Vinculum means the following: You like the person. You don't want to see anything bad happen to her. She is a member of your family, and even though you may disagree on things, you will not go out of your way to cause her problems, nor will you allow her to be in danger willingly. If she doesn't take your advice, well, she has free will too. If she openly antagonizes you first, you would probably respond in kind, but once you like someone, it's hard to understand why they don't like you back.

Vaulderie Rules:

- Find a chalice, cup, bowl or some physical representation thereof (hats do nicely in a pinch) and dig around for those Blood Traits.
- Each character present should place between two and four Blood Traits into the chalice. It is the privilege of the pack leader or vampire of highest rank to put in the highest number of Traits, not exceeding the number of participants. The pack leader or priest then mixes the Traits around and passes the chalice back around the circle.
- Each character should then pull out, at random, the same number of Traits he or she contributed. The individuals (indicated by number) on your ritually acquired Blood Traits are those for whom you feel a heightened bond for the duration of the night or until the Vaulderie is performed again.

A Clarification of the Heightened Bond

If you participate in the Vaulderie and end up with a Blood Pool made up of many Blood Traits from other characters, those you specifically draw become more important to you. You feel even more drawn to them than usual. This will effectively up your rating one notch. Once your Vinculum rating rises to a certain height, you must spend Willpower to even plot against the person.

You may *not* intentionally harm, betray or fail to defend these individuals. An agreed Monomacy is the only exception.

Erase the numbers on your acquired Blood Traits and replace them with your own. Note that any Blood Traits acquired during the Vaulderie are ingested into the other participants' blood streams and are *not* usable against the originator for any sort of blood magic or any other rituals. All blood acquired during the Vaulderie becomes solely that of the vampire who ingests it.

A Word for Those Who Become Sabbat During the Game:

Welcome! You have been Embraced into a world where your humanity is no longer a source of struggle for you. It's gone. The madness you experienced while crawling out of the grave in a frenzy-to-beat-all-frenzies has driven all humanity from you. You must now function in an entirely different society.

The Sabbat is your life now. Without your fellow sect members, you are just an appetizer for the Antediluvians. It may be hard for you to kill or betray those who have shown you kindness in the past, but if you survive, those humanitarian feelings should wear off by the next game.

Once you have been a participant in the Vaulderie, all of your previous Blood Bonds are broken and one far more intense is shoved into their place. The rules of the Vinculum now apply to you!

The Creation Rites change your character permanently. While you may not entirely subscribe to the ideology of the sect yet, the new bond you feel is such a power-rush and a blood-high, you don't want to go back. You might be the lowest on the totem pole, but you are *free*! No more Masquerade! Embrace your true vampiric nature! Need the Hunger, don't suppress it! Enjoy your unlife. You are one of the chosen. In the Camarilla, you were just a pawn, a baby antelope in a world of hyenas. Welcome to the ranks of the lions!



Diablerie

Diablerie, known to the elders as the Amaranth, is the act of draining the essence or life-force of one's elders and using it to become more powerful. This is a very common practice among the Sabbat. They actively hunt Camarilla elders in order to diablerize them and thereby heighten their own powers. In game terms, this act, if completed successfully, will lower the generation of the diabolist by one. At the Storyteller's discretion, a successful diabolist may increase his Blood Pool and/or gain one or more of his prey's Disciplines.

The greatest flaw of the Camarilla (also the primary flaw the Sabbat seeks to exploit) is the manipulation and deception of the younger vampires by their elders. The Sabbat does not accept this within its ranks willingly. This is the reason that Sabbat vampires are such avid diabolists — to destroy the source of deception before it destroys them.

For more information on the rules of diablerie, see pages 91-92 in *The Masquerade, Second Edition*.

Diablerie Immunity

No women, no kids.

— *The Professional*

Becoming a vampire is not an instantaneous event. It requires a painful and drawn-out death before the occult creature is reborn. Most particularly, it takes some time for a vampire to come into her powers and bring her body and mind completely out of shock. The Kiss is a very traumatic event, and the human mind doesn't just accept it and wipe off the blood. Somehow the mortal must come to terms with the new reality in which he has died and is now alive after death. Physically, the shock is tremendous.

It takes at least two weeks for a new vampire's blood to gain any potency beyond its former mortal standing. As the mind adjusts and the body recovers from death and the Embrace, the blood will also grow in potency. This initial weak stage occurs regardless of the generation of the sire and cannot be sped up in any way. It also renders the blood of the new vampire infertile for the two week duration. Anyone attempting to feed off the fledgling will gain no nutrition, the fledgling can create no progeny and anyone who attempts to diablerize the fledgling will be very disappointed. Due to the infertility and weakness of the new blood as well as the other traumas to the body and mind of the fledgling, nothing is gained by diablerizing a vampire under two weeks of age.

Storyteller Troubleshooting

Players will argue you to death about what exactly their Vinculum rating means and all the horrible things the other character did to make them not have to obey their bond. One thing to note: even if you hate someone's personality, decisions or feeding habits, you are still Blood Bound to them. **Vampire: The Masquerade, Second Edition**, likens it to being in love. Sometimes you really don't like what's going on, but you just can't help yourself, you do what the other person wants or needs. Even if you want to stop, you can't.

In order to plot against someone for whom the character has a Vinculum rating of 3 or higher, the character must spend one Willpower Trait. In order to plot against someone for whom the character has a Vinculum rating of 6 or over, the character must spend two Willpower Traits.

To attempt the destruction of someone for whom the character has a Vinculum rating at all (i.e. has shared in the Vaulderie with and drawn their name even once, or begun the game with a Storyteller rating of 2 or over), the character must burn two Willpower in front of a Storyteller, or the attempt will prove invalid. Without the burned Willpower, the character will find herself realizing that the person she hates really is loyal to the sect and worthy of respect.

Storyteller
pre-rating

Blood Traits Drawn

Willpower
needed to burn

1-3

1-3

2

4-6

4-6

3

7-9

7-15

5

10

15+

Impossible

Monomacy and Vinculum

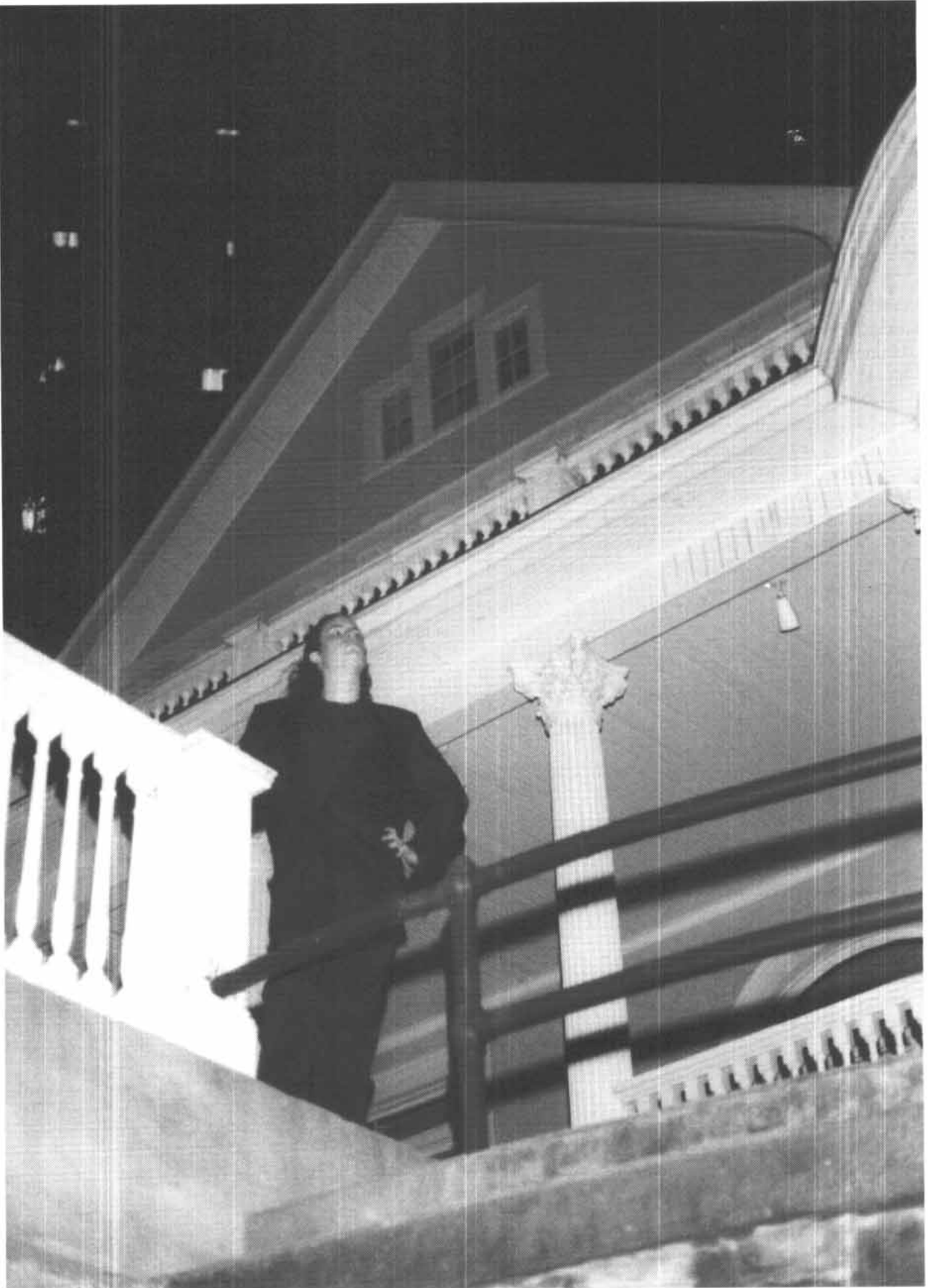
If you have a Vinculum rating of 6 or higher for the person whom you will fight, you must burn one Willpower to initiate the Monomacy contest. Whenever a challenge is lost by the challenger within Monomacy, regardless of whether or not the challenger burned Willpower initially, one more Willpower Trait must be spent to continue the contest. There is no cost to the defender, since they are obligated to accept regardless of Vinculum.

Punishment and Vinculum

If you are punishing someone in your pack for whom you have a Vinculum rating of 6 or higher and someone in your pack protests, you must engage in a Social Challenge. If you lose, you must burn a Willpower Trait to continue the punishment.

The most important thing is that the players *must* play their Vinculum ratings emotionally instead of dealing with them numerically.







Chapter Seven: Darkness In Ascendance

*So hear my words with faith and passion
for what I say to you is true
And when you find the one you might become
remember part of me is you.
— Lyle Lovett, "Simple Song"*

Creating A Sabbat Character

The first two things to consider when creating a Sabbat character are the character's Nature and Path of Enlightenment. These two items may have even more bearing over your character's development than her clan. Clan stereotypes are not as thick in the Sabbat as they are in the Camarilla because all of the characters are rebels of a sort. Sabbat all have the qualities of a warrior and can survive what might be fatal to many of their Camarilla peers. Your Nature will determine the dominant quality of your personality while your Path of Enlightenment will describe your code of ethics.

Next, choose your clan. While you are determining your clan, decide whether you were converted from the Camarilla ranks or are a native Sabbat vampire. Sabbat characters may choose from the list on page 19 of *The Masquerade, Second Edition* or the new Sabbat list below.

Through the former process, you have determined the basic facts about your personality. Once this is done, look up your Attributes by clan. The number of Mental, Physical and Social Traits you may acquire will be determined by your clan as well as your generation. Please remember that those vampires converted from the Camarilla will retain their original Disciplines for at least the first year of their unlife as True Sabbat.

You must now work with the Storyteller to determine your role in your pack. The pack is the primary unit of Sabbat society, and each character's background is strongly affected by the life of her pack.

The final step is to choose your Abilities. You may choose from the list in *The Masquerade, Second Edition* on page 50 or choose from the list below.



New Personality Archetypes for Sabbat Characters

Daredevil

You love risk. You seize any opportunity you can perceive out of the corner of your undead eye to take a chance. You will gamble your unlife in an almost careless fashion if you think the reward of saying you did whatever it was would be worth it. You like to be known for your escapades and never turn down the opportunity to stoke your own fire. You pride yourself on your bravery and will try anything once. You love to play Sabbat games like Cowboys and Indians or go Trick or Treating. You will hide any injuries you incur as best you can. You want your fellows to believe you are invincible, and will go to any lengths to see that this is so. Note: the Daredevil Archetype is not synonymous with the Bravo. Many Daredevils are soft-spoken and shy unless given the opportunity to share their adventures.

Dark Pioneer

You know that traditions are leftovers from a time inferior to the here and now. Your vampiric rebirth woke you up to the present. The past is dead and the future is evil, but it exists, strong and sure. Every action from the past, every story retold is a little death. You have no regrets, because the past is gone. You cannot change it. But the future is malleable, it can be affected, and you are the warrior to do it. You want to move forward with the times, with the flow of the darkness around you. You can feel the evil building in the world and seek to travel with it to the tops of the highest peaks of technology and understanding. You never say no to anything new. It could bring you closer to the ultimate darkness. You tolerate custom, but do not wish to partake if you can avoid it. It sinks you into the past instead of moving you forward. When people stand around, you try to persuade them to go with you to do something. If there is someone you haven't met, you approach him. You don't wait; you move.

Dark Poet

You love language and art. You see the arts as the way to discover the secrets of your vampiric existence. You may pursue any art form and use every opportunity to increase the awareness of others with your talent. This is not a snotty, status-oriented pursuit; you don't care about ever being recognized. You see the dark side of the world and the human creature. You know compassion is a lie and humanity is a cover up for what human souls are really about. It is your dream to enlighten the world with this knowledge. You believe that once any creature learns to embrace its dark side, it can begin the search for truth.

Drunk Uncle

When things are going your way, you are everybody's best friend. You are generous with money and blood, and you do your best to see that everyone else is happy too. If things are looking sour, so do you. You become moody and impatient. Your temper becomes short, and you seem irrational to those around you. Your moods seem to change at the drop of a hat, and you tend to make enemies out of even your closest friends. You usually enjoy gambling and associating with Daredevils and those more popular than yourself. When in the worst of your moods, however, you often accuse them of being the way you really think they are. Drinking blood in the mean state will only make you more ornery, although you do not realize it. Drinking blood in your happy state will rev up your engines and make you want to hunt, kill infidels or just have a good time.

Interrogator

The ultimate form of revelation is the question. You believe you can get anything in the world you desire if you ask the right questions. Everyone has some piece of knowledge you could have. And you want it. You want every bit of knowledge in the world. You might have a Derangement regarding the collection of bits of trivia. You cannot bear to kill anything until you have sucked its mind for everything it's worth. Why read when you could just capture a scholar? The psyches of living creatures fascinate you, and questions are keys to infinite chests of understanding and knowledge. Of course you will use your craft when the pack needs someone interrogated, but you have your own agenda of questions that goes far beyond "Who do you know?" and "Did you kill Franz?"

You have a way with words and excel in extracting information from the most unwilling of subjects. This is your passion. You love the question like you love blood. Riddles can be amusing, but they lead only to foolishness. The true art of information and knowledge is the guided question. You can trick a Ravnos out of a game of three card Monty with your questions. Or at least you believe you can.

Recruiter

Killing the infidels is more a waste of time than anything else. In order for the Sabbat to build its strength it needs to take on as much power as it can. You are a firm believer in converting the infidels. "Join us or die" is your motto, but you try your best to get them to join. You are passionate in your belief in the Sabbat ideology, and you see murder tactics as a waste of time and energy. After all, the sect loses almost as many as it destroys. Once people see the truth, they cannot avoid it. You shed light on the truth for anyone you can. You do not encourage destruction until you have had a chance to work your convincing



magic on them first. You are not above using unpleasant ways like torture or blackmail to encourage people to convert. You know deep in your soul that once they see the truth, they will be grateful. Perhaps you were among them once. In any case, why waste a perfectly good vampire body just because it has been brought up as a puppet? After all, you can persuade them to change that.

Shamanist

You feel the waves of nature and follow them to the dark roots of human denial. Humanity has denied itself the senses to guide itself out of selfishness and triviality, and you have found in yourself the secret to mystic fulfillment. You seek the destroyers of magic and the spiritual. You have difficulty tolerating materialists. Death is part of the cycle of every philosophy, and you seek to undermine those who will destroy the natural and dark. You see nature as a vehicle for death and are satisfied with your role. You seek the mystic awareness that the darkness of the soul brings and know that you must embrace the darkness in order to destroy the lies that perpetuate in the light.

Stalker

You live for the chase. The kill is not nearly as exciting as the rest of your packmates make it out to be. You are quiet and personable — except to whatever or whoever you are stalking. You recognize your vampire nature as the truth of the wild hunter, only more refined. You view yourself as the ultimate killer precisely because you are not partial in favor of or against actual killing. It is simply what occurs at the end of a hunt. If the hunt is successful, you kill; if not, you try again. If your prey ever eludes you, you will not give up. Nothing can daunt you from pursuing the ultimate hunt.

Sorority Sister

Even if you have never belonged to a sorority or happen to be male, this Archetype may apply to you. You want to be accepted by those you think are cool. You laugh at jokes you may not think are funny and dress in any way that will make other people pay positive attention to you. You may mutilate yourself so that your packmates will find you more beautiful. You may kill ferociously so others will applaud your embrace of the Beast. In fact you are quite cold because your identity is created by the desires of others. You try very hard to fit in, and you thrive on attention. Some might think you a bit bratty, but you know that you must try harder so that people don't change their minds and put you down among the less than cool. Your Demeanor changes every time you encounter a different person or go from being in a crowd to being with one other alone.



Torturer

You love pain. You love to watch it. It isn't much fun if the individual is willing though. You exploit every opportunity you get to capture and torture anyone to whom you are not personally bound. And even then, if they really deserved it... To be tortured is a gift. It is a test of strength and tolerance. It is a testimony to your vampirism. You are obsessed with the ways of pain and torture throughout the ages. In fact, if a weapon is not extraordinarily painful, you have little or no interest in using it. Guns are a waste of time. Not nearly painful enough and so easy to recover from. You willingly give the gift of torture to your enemies because it will result in their destruction and offers you an ideal opportunity to experiment with just how much agony a creature can take before becoming incapacitated or reaching Final Death. Torture is the ultimate art form, and you work to perfect your craft at any given chance. Torturers may not follow the Path of Harmony.



Sabbat Bloodlines

Ahrimanes

This fierce and independent all-female bloodline sprouted from the Sabbat Gangrel. A vampire called Muricia, exhausted from the infighting between the country and city factions of Gangrel *antitribu*, abandoned her sire and ran south into the lands of the Native Americans. She studied the magic of the native shamans and found within it the ability to break her Blood Bond with her pack. The richness of the spiritual culture gave her many gifts, and she wanted to share them.

Though she tried repeatedly, Muricia found that she could create no progeny. She resigned herself to never being able to spread her new knowledge. Then she met Sahana, a ferocious hunter. Sahana was already a vampire, and she reminded Muricia of herself. Sahana also wanted to be rid of the sect's political wars and live the life the Gangrel were naturally destined to have. Sahana was powerfully loyal; when Muricia explained her situation to Sahana, she agreed to be her former clanswoman's guinea pig. Muricia found she could not simply pass her evolved blood along to Sahana the traditional way, but instead, through experimentation, found she could cast the same spell on Sahana that had been cast on herself by her shaman mentor before he died.

After the ritual, Sahana's Gangrel blood and appearance altered in a way she could not explain. As time went on, she learned to take the gifts of animal spirits instead of the animals themselves. This offered her an enormous edge over the other natural hunters and soon she left Muricia in search of her own destiny. Once a month, they met and told stories in the tradition of their mother clan, and Muricia began to invite more female Gangrel to join her new bloodline and free themselves from the chains and associations of the past.

The recognition of the Ahrimane bloodline came shortly after a Black Hand Gangrel came looking for Muricia to recruit her. She declined, but introduced him to three of her brood, who remain the only Ahrimanes to take willingly to the road the Black Hand travels. Muricia

herself replied that the world of men was more trouble than it was worth. Men, she claimed, were more interesting in fighting than hunting.

Today, only a handful of Ahrimanes exist. They all keep large estates in the Deep South as well as secret underground havens. They keep out of Sabbat politics as much as possible. Though they live alone, they contact their pack sisters at least once a month. The sect doesn't give them a hard time about their independence because they are well aware that the Ahrimane bloodline is particularly responsible for controlling any Lupine threat the sect would experience.

Disciplines: Animalism, Presence, Spiritus

Advantage: The Ahrimane bloodline is particularly well balanced. The clan is not carefully watched by the sect and are pretty much free to do what they want.

Disadvantage: There are very few Ahrimanes because all of them are infertile. Their blood is weak, and they can neither pass on their gifts or Blood Bond anyone to them outside of the Vaulderie. They can however, be Bound.

Preferred Paths: The Path of Harmony, the Path of Honorable Accord.

Organization: Ahrimanes live independently of each other but gather with their pack sisters once a month to keep up on the news and to tell stories. They sometimes engage in Sabbat rituals like the *Auctoritas Ritae*. They are friendly with each other and share the same philosophy. The Ahrimane is one bloodline in which there is no internal dissension or competition.

Quote: (Click click) Sir, are you aware you're trespassing on my land? Did you happen to miss the No Hunting signs? We'll see who's the hunter on this land. Go on. Run. Here, I'll give you a head start....

Stereotypes:

- The Sabbat — We may come from it, but we have found our way within its walls. Always show obedience, but never show your throat.

- The Camarilla — These little pawns want their hands in everything. The only thing good about them is their blood, and it should be freed from their bodies at every opportunity.

Kiasyd

The Kiasyd bloodline, a millennia older than the Sabbat itself, was created by three members of Clan Lasombra in an attempt to discover more about their Obtenebration Discipline. One of their band volunteered to be the subject of the experiments which involved transfusions of fae blood and something the group was told was “blood of Zeernebooch, God of the underworld.”

The vampire undergoing the experiments, a fifth generation Lasombra called Marconius, began to alter in some very unusual ways. His height increased by over a foot, and his skin grew thinner and paler. His eyes became more round and as the pupils began to spread, the entire eye became solid black. All of his features lengthened and became more angular and defined.

In his new form, Marconius quickly tired of the company of his clansfolk and vanished one night, not to be heard from again until the late Middle Ages. After his resurfacing in Strasbourg, others of his kind (childer presumably) came to the attention of the Lasombra. No two, except occasionally for sire and childe, live in the same city. It is a breach of Kiasyd etiquette. They are all scholars and seem very even-tempered. Kiasyd are calm, gracious and cordial, always welcoming guests as long as they don't stay too long. They prefer to drink blood out of anything other than the vessel that issued it.

Kiasyd are all extremely tall, growing from six inches to two feet upon their Embrace and taking on features like those of Marconius. This transformation period usually lasts for two nights, and the vampires must be locked up during that period because the madness that shakes them is extremely potent. The pain also drives them into constant frenzy until the transformation is complete.

Kiasyd are not part of the Sabbat, but they are left alone out of respect. The Sabbat considers them allies and might call upon one for information, though the Kiasyd

would certainly not be punished or pursued if she refused. Kiasyd are extremely rare in the United States; three, at most, reside away from their European homeland. They would certainly know each other's whereabouts, but probably would not intrude on each other's privacy very often.

Disciplines: Mytherceria, Necromancy, Obtenebration

Advantage: The Kiasyd bloodline is not part of the Sabbat, nor are they associated with the Camarilla. They are rare and virtually unknown, so their freedom is great. They possess strange knowledges such as Faerie and Wraith Lore. It is rumored they have been taught by ancient goblins to craft stone with their bare hands.

Disadvantage: This bloodline is not a full clan, and their unusual appearance keeps them from interacting with human society much. They also have a very strong aversion to iron. Kiasyd tend to frenzy if in iron's presence for over half an hour, though a Blood Trait can be spent to prevent it (One per half-hour over the original is needed). Touching iron causes them to frenzy immediately, and no Traits can be spent to prevent this. Being damaged by iron causes aggravated damage to the Kiasyd.

Organization: The Kiasyd are not particularly organized or disorganized as a group. They keep in touch and spend most of their time in quiet study or working with stone.

Quote: *I thank you for coming, but I've got things in the oven that must be tended to. Once again, you are welcome to return any time. Oh, and if you could remember that book, I would greatly appreciate it. Safe journey.*

Stereotypes:

- The Sabbat — The clan of our creation leads these beasts and sought our vitae when they went to war with the Camarilla. We taught them better.
- The Camarilla — Who? Oh, them. Harmless. Useless. Mostly, ridiculous.



Antitribu Clans

Assamite *Antitribu*

The Assamite *antitribu* are an entirely separate bloodline from the original Assamites. During the Anarch Revolt following the Inquisition, the Assamite clan joined with the Lasombra to take out the Lasombra third generation Antediluvian. Once the two clans began to work together along with the other anarchs, they discovered real potential for alliance. During the conference and treaty signing between the anarchs and the Camarilla, known as the Convention of Thorns, some Assamites agreed to the peace but not to the Blood Bond demanded of them. They instead allowed the Tremere to enchant them, rendering them incapable of diablerie. A few Assamites fled from both the Blood Bond and vile enchantment to support the new sect sprouting from the anarchs. Thus, the Assamites of the Sabbat gained their freedom and began to form a group of their own within the sect, and thus, the Assamite *antitribu* of today have no such restriction.

Assamite *antitribu* are entirely responsible for the creation and maintenance of the Black Hand. The Assamite *antitribu* maintain all of the traditions of their original clan, except for the racial limitations. Westerners are accepted into the clan as readily as any others and are treated similarly. The clan itself is structured with regard to training, progress and service. Each neonate serves her sire for seven years, and if she survives and does not fail any mission (upon which time she would be killed), she goes on to seven more years of service and her warrior training. Each Assamite engages in a total 14 years of service before they are allowed out on their own.

Members of this *antitribu* clan are very respectful and polite. They are also honorable to their word. They are philosophers at heart and spend time in meditation as preparation for their murderous tasks. They each search to get closer to Caine and are avid diabolists. They see their training and their skills as part of the price they must pay to reach their spiritual ideal. Assamite *antitribu* childer are often chosen from mortals who already possess skills in the martial arts. Some are criminals, some are bodyguards. Both men and women are chosen equally. Mortal backgrounds vary as much as they do in any other clan. The Assamites look for internal power and external resilience over all other qualities.

Disciplines: Celerity, Obfuscate, Quietus

Advantage: Assamite *antitribu* are not bound in any way to their former clan. The Black Hand is growing stronger, and since most Assamites are created to go into Hand service, they are privy to many secrets that even Sabbat clergy may not know.



Disadvantage: Assamite *antitribu* can easily become addicted to the blood of other vampires. Each time they engage in the Vaulderie, the character must engage in a Static Challenge to determine if she gains an addiction to the blood. If she loses the challenge, the addiction is gained and she must attempt to drink that same blood mixture at least twice more during the night. One Willpower Trait may be spent to prevent the addiction.

Preferred Paths: Path of Caine (most follow this path), Path of Honorable Accord.

Organization: The Assamite *antitribu* are organized and very hierarchical. They respect and obey their elders, ritually slaying the eldest once every hundred years. The clan has many traditions, which are all honorably observed. Assamites who break their word are often shunned from the clan and (depending on to whom the word was originally given) sometimes hunted and slain. It is very poor form for Assamites to allow other clans to see any dissension among them. They try to maintain complete unity, both in truth and in the eyes of others.

Quote: Hello. You are obstructing the path to my target. Please remove yourself, or I will have to slay you. One, two, three...

Haven: Generally private, with several emergency exits.



Brujah Antitribu

The Brujah *antitribu* are hardly distinguishable in behavior and appearance from their Camarilla counterparts. They tend to frenzy just as easily and become even more incensed when their personal freedoms are infringed upon. They are also some of the most loyal members of the Sabbat because if it were not for their ancestors, the sect would not exist.

The youth of the Brujah clan were responsible for uniting the anarchs during the Anarch Revolt (sprung from the fury of younger vampires either abandoned by or forced to defend their elders during the Inquisition.) Together with Clan Tzimisce, they rallied together many vampires and fought against their elders, destroying many (including the Lasombra Antediluvian, thanks to the Assamites and the Lasombra anarchs). The Brujah of that day effectively founded the Sabbat with a little help and support from their friends.

Today the Brujah *antitribu* still work to convert other anarchs. They blend in well with their Camarilla clansfolk and hold on to their roots in history well. They know that strength is in numbers. The original Brujah were from varied backgrounds, some intellectual, some very warlike.

They often possess winning personalities, and, due to their annoyance with Toreador Poseurs, they are usually very genuine. The Brujah personality is not usually that of a Conniver. They tend to prefer honesty and straight talk, since if it were not for being lied to and betrayed in the past, they wouldn't be where they are today. It is their elders' fault that vampire society went to hell. If it were not for the elders' betrayal, everyone would already be Sabbat.

The current Sabbat Brujah live under some harsh stereotypes but are constantly surprising many with their true colors. Not every Brujah is encased in T-shirt, jeans and leather jacket. It is more important to the Brujah to express their individuality within a common theme than to be a clone. Brujah hate to be insulted and will not hear it from others regarding their clan. Many Brujah *antitribu* are used by the Sabbat as scouts into unknown Camarilla cities and as recruiters.

Disciplines: Celerity, Potence, Presence

Advantage: Brujah *antitribu* blend in well with other non-Sabbat Brujah and are very persuasive. They can be very subtle recruiters, their genuine natures leading others to believe they are correct in opinions and philosophy.

Disadvantage: Brujah *antitribu* frenzy extremely easily, and they enjoy it. They are very nice people until you make them angry. Brujah *antitribu* gain Path Traits at almost twice the rate of other vampires. This can, of course, be controlled by the individual vampire.

Preferred Paths: Path of Power and the Inner Voice, Path of Cathari or Path of Harmony.

Organization: The Brujah *antitribu* are usually gregarious and social. They enjoy bonding with their clansfolk, but no real clan structure exists. They don't hold meetings or communicate clandestinely. They are a very loyal clan, especially to each other, and occasionally hold Rants. These are very infrequent, because their packs and other Sabbat duties keep them pretty busy.

Quote: You know, Joe, there's probably a reason you aren't feeling so sweet around old princey-poooh anymore. Ya see, there's some stuff he hasn't told ya. Hell, I don't let anyone boss me around the way you let him boss you. Look, I have to meet a friend at twelve. Meet me around the corner by the old graveyard — unless of course, Prince Snotty-pants has you washing his socks.

Haven: Communal

Gangrel Antitribu

The Gangrel of the Sabbat have diverged into two separate bloodlines, City Gangrel and Country Gangrel. The qualities they share include physical prowess, strong hunting skills and a dedication to the sect. Their differences have developed due to their environmental preferences and an enormous fight between their leaders back in the early days of the Sabbat.

City Gangrel prefer an urban environment where the hunting is challenged by crowds, other vampires and obstacles like buildings and traffic. They are masters of the fire escape and roof-hopping. They may or may not live with their pack, but they are easily reachable in case of emergency. Those who do live with their pack are generally keen on the functioning of the Sabbat in groups and enjoy group hunting. Any pack with one or more City Gangrel probably hunts as a pack under their tutelage at least once a week. City Gangrel rarely hold leadership positions because they are easily fed up with politics and prefer to hunt. For this reason, they are often lieutenants. Their advice is usually sound, and they are frequently the pillars of common sense within the group. City Gangrel comprise about one quarter of the Black Hand. They are usually great fans of Sabbat games, especially when in Camarilla cities where they can really go nuts. City Gangrel rarely travel without their pack. They prefer to know their environment inside and out, and one city usually has enough to keep them busy.

Country Gangrel, on the other hand, travel like the world was a giant monorail. They go where they want when they want, much like their Camarilla cousins. They retain close ties to their pack, always showing up for rituals unless they get some incredible opportunity, like a wounded Lupine. There is none of the "we have the wolf in common" between Sabbat Gangrel and werewolves. Werewolves are good for nothing, except maybe a rug for the kitchen floor or a wall mount for the communal haven.

Country Gangrel do not usually live with their packs, though the emotional bond is great. They tend to rely on their wits and Protean Discipline to find somewhere convenient to spend the day. They are hunters in the pure sense, often joining with the Beast in form to enjoy their predator nature as best they can. Like all other Gangrel, they enjoy a good story and the art of the contest. They are ethical about what they kill and the way they do it. Why bother with things that are smaller and weaker than yourself? No challenge, no good. They have many animal-like qualities: they trust and show affection toward those who are kind to them; those who are mean to them get bitten. They are generally forthright and honest as well.

Both bloodlines share the tendency to take on animal-like characteristics physically in their human form after repeated use of the Protean Discipline. City Gangrel,

oddly enough, tend to take on the characteristics of city animals like rats, dogs or cats, while Country Gangrel tend to remain in the realm of the traditional, taking on the features of wolves, bats and other wild things.

Disciplines:

City Gangrel — Celerity, Obfuscate, Protean

Country Gangrel — Animalism, Fortitude, Protean

Advantage: Gangrel *antitribu* are trustworthy and enjoy many privileges within the sect because of their devotion and sound instincts. Most are quite fearless, but they are rarely reckless. When missions of necessity are formed, Gangrel are often some of the first to go, and most of them return.

Disadvantage: They start to look like the animals they become after a while. Each time they frenzy, the Traits get stronger and more pronounced. This makes it hard for them to pass as anything other than what they are.

Preferred Paths: The Path of Harmony and Path of Honorable Accord.

Organization: This clan does not meet except at regular Sabbat gatherings. They keep in touch through them.

Quote: *It doesn't make sense to go that way. If we curve around to the left, they will block themselves into a corner by the railroad bridge and we can trap them there. But go wherever you want. I don't care. Anyone who's with me, let's go.*

Haven: Private.





Malkavian *Antitribu*

Malkavian *antitribu* are considerably more twisted than their Camarilla counterparts. Each begins play with two Derangements the player must constantly integrate into the character's behavior. Most Malkavians do not believe in Malkavians because they have never met one.

The curse of Malkav has indeed warped these vampires into exquisite insanity with grace and ease, but it has not left them very many ways to adapt. Almost all of them are quite distinctly vampires and have a very difficult time moving about in mortal society without stares and comments. They are passionate about whatever they believe, whether it is loyalty to the sect or complete aloofness. They are, for the most part, considerably more intimidating than their parent clan, for several reasons: they are extremely unpredictable; they do not share the cutesy sense of humor of the Camarilla Malkavians; and their pranks tend to be much more deadly or genuinely problematic. For example, a Camarilla Malkavian might send a prince flowers with ink-squirting sensors hidden in the bouquet. A Sabbat Malkavian would cut the phone lines, try to destroy the prince's account with the electric company and then send him dead flowers from the Nosferatu primogen consoling him on the losses.

Thanks to the separation of their bloodline from that of their Camarilla counterparts, Sabbat Malkavians possess the unique Discipline of Dementation, which allows

them to corrupt the minds of those they deem deserving. They will not share this Discipline with other clans. Many of them are just downright scary. Whether it's from the look in their eyes or their inner chaos — who knows? Malkavian *antitribu* are not blown off nearly as much as Camarilla Malkavians.

Disciplines: Auspex, Dementation, Obfuscate

Advantage: Malkavian *antitribu* are genuinely chaotic. They function primarily on the Traits dictated by their Derangements, and they are not bound by the stereotypes and quirks of other clans.

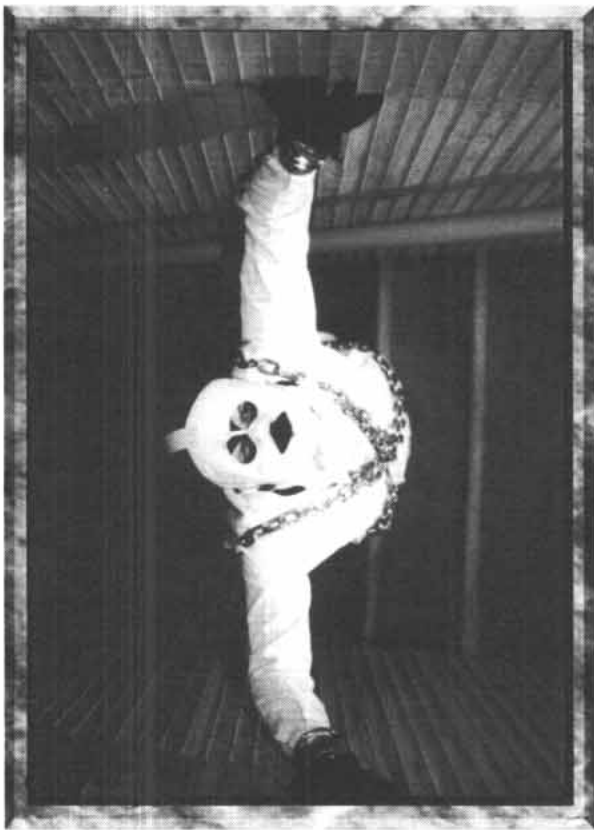
Disadvantage: Malkavian *antitribu* are genuinely chaotic. They begin the game with two Derangements and may continue to gain more as time goes by. They are by and large not well trusted because of their chaotic natures and are always watched closely by their packs.

Preferred Paths: A Malkavian may follow any Path or her own medley of them all.

Organization: There is no real organization within this clan because they don't believe their clan exists. They do however, occasionally find themselves in groups of others who seem somehow like them.

Quote: *I don't think you understand what's really going on here. We are going to hit you on the head and you are going to die. Then you will be a werewolf. Do you understand?*

Haven: Communal, unless very lucky.



Nosferatu Antitribu

Of all the clans in the Sabbat, the Nosferatu are the only ones who have any respect for their clan origins. They often maintain courteous, though not necessarily friendly, ties with the Nosferatu of the Camarilla and periodically will exchange information as long as nothing is mentioned about the sect or any business pertaining thereto. Sabbat Nosferatu are very protective of the sect's secrets and will not bargain with them. Most of the information the Camarilla has received about the Sabbat through Nosferatu sources is either misleading or downright false.

The Nosferatu have a deep connection to their clansfolk regardless of sect because of the torture each experienced during his Embrace. Both Camarilla and Sabbat Nosferatu consider other vampiric clans slightly inferior due to their lack of experience with pain and suffering. Thanks to this mutual respect of each other's political views and ethical beliefs (though each perceives the other as having "sold out" to a non-clan cause), the Nosferatu of the Sabbat refuse to refer to themselves as *antitribu*. They are not a separate bloodline from their Camarilla kinfolk; they just happen to see the truth the others overlook.

Most Nosferatu do not try to convert each other out of mutual respect for their clan heritage. They will also rarely turn each other in. In times of Jyhad, however, they will not spare their clansfolk and will in fact try to target them themselves just to prevent any dishonor. The Nosferatu are enemies with a professional working relationship. Travel in each other's territory is permissible as long as they stay underground. Above ground, neither will offer the other protection or guidance.

It is the primary goal of Sabbat Nosferatu just as it is for the Camarilla Nosferatu to be the purveyors of fine information and to be the guardians of the kingdom underground. They do not appreciate false information or breaches of etiquette regarding permission to enter the sewers. They rarely have pity on violators of those two codes and occasionally find themselves in a mess of body parts after a frenzy so potent they can hardly remember what happened.

Disciplines: Animalism, Obfuscate, Potence

Advantage: The Nosferatu are potent information-gatherers. They manage to gain access to just about everything. Their cordial ties with their former clan allows them more freedom than other Sabbat experience with regard to travel behind enemy lines.

Disadvantage: The Nosferatu are hideously ugly. They all have an appearance of 0 and lose three Social Traits whenever they are in their natural form (i.e. not using Mask of the Thousand Faces).

Preferred Paths: Path of Caine, Path of Harmony, Path of Honorable Accord

Organization: Clan Nosferatu gathers in meetings called Hostings whenever need arises. Usually any Nosferatu may attend, but some are, naturally, Sabbat only. They communicate well as a clan when they need each other, but otherwise leave each other alone, preferring to find out the truth by hearing it with their own (usually long and pointy) ears.

Quote: *I know you're out there, you turd-eating sonofabitch! Now GET OUT!!! And don't come back! Jeezus, that guy doesn't know his ass from a hole in the ground.*

Haven: Sewers. Usually private.



Panders

The Panders are the Sabbat Caitiff. They were clanless until a man named Joseph Pander came along in 1952 and gathered the stray vampires under his own wing. Pander himself now holds the rank of priscus, which is probably part of the reason those calling themselves Panders are able to function as a clan as well as a political faction within the sect. Many vampires in the sect still do not accept the Panders, although the bloodshed the Panders have initiated to encourage the sect to recognize them has been great.

The Panders are comprised of all kinds of people, though intelligence seems to be valued a bit more than brawn. They have their own rituals as well as the *Auctoritas Ritae* and *Ignoblis Ritae*, and are the only clan within the Sabbat who can trade Status freely amongst themselves. Many Panders who gain high amounts of Status will permanently spend their Traits by giving them away to those with less in order to strengthen the position of their clan. They wish to increase clan status so they can make a bid for positions of leadership over the next two or three decades.

The Panders may be ambitious, but they are not traitors. The vampires comprising this group realize that they wouldn't even have a chance at freedom in the Camarilla. Since the Sabbat are already rebels, they at least have a chance at a future equal to that of other clans once they are able to unify and gain enough status by accomplishing missions, infiltrating the infidels and initiating or completing other tasks the sect deems worthy. They believe in the ideology of the sect, especially the theories of the Loyalists. The way to remain loyal to the sect is to demand absolute freedom.

Disciplines: Whatever their sire taught them. (Dementation, Obtenebration and Vicissitude are clan-specific and are not available to Panders except under the circumstances noted in the section on Disciplines.)

Advantage: Panders have very few guidelines and therefore possess certain freedoms other vampires within the Sabbat do not. Most of their advantages fall into play during character creation. Also, because they are a relatively new clan, each character has a significant say in what the future of the clan will be like.

Disadvantage: No Pander may begin the game with more than two Status Traits, and most begin with none, unless their pack has bestowed it upon them.

Preferred Paths: Path of Cathari, Path of Honorable Accord.

Organization: The Panders organize themselves when need be. Usually during times of Jyhad, they stick with their packs, hoping to work their way up and do some damage to the other side. During times of peace, they gather when they can, rarely more than once a month. Once every three years, they have a huge, week-long meeting called the Convergence. Lots of Fire Rituals and Blood Feasts take place, along with detailed discussion of clan progress and affairs. All Panders attend, and new progeny take the opportunity to introduce themselves.

Quote: *So, Max, let's say, theoretically of course, that my pack brings down the Toreador elder. Then what? Do we get a say in what happens next, or are you just going to try and use us to do more of your dirty work? 'Cause that ain't gonna happen.*

Haven: Communal

Ravnos *Antitribu*

Ravnos *antitribu* are far more dangerous and sinister than their unallied cousins. Not only are they organized, they have a mission. Historically, Ravnos have been a wandering, thieving clan because they have had nothing better to do. The Ravnos of the Sabbat are still pranksters and thieves, but with a purpose. They are dedicated to the cause of the Sabbat. Otherwise, they would still be roaming from town to town committing as many cons and crimes as they could and moving on just before the authorities could catch up with them.

When the Ravnos joined up with the anarchs during the Anarch Revolt in the 13th century, it was the first time members of the clan had ever come together in a unified manner. It is the nature of the Gypsy to roam, and never before had they experienced that kind of success without fear. Only 15 Ravnos stayed with the anarchists to form the Sabbat, but their efforts and dedication resulted in children with quick wits, cunning minds and a perverse sense of honor which dedicates them firmly to the sect and creates in them an unfamiliar code of ethics. This is the honor of favors and the honor of thieves. You scratch my back, I'll scratch yours. You stay away from the pretty one in red, and I'll stay away from the tall one in black. Anyone who spits in their hand and then shakes with a Sabbat Ravnos had better hold to their promise or they'll have the whole pack hunting them down.



The Sabbat Ravnos are loyal and dedicated to the sect, but they try to do as little for the sect as they can. They avoid missions with heavy responsibility and positions of rank that would inhibit their freedom to muck about and scam whoever they please. Once a Ravnos, always a Ravnos, although there is no love lost between the *antitribu* and the independents of the clan. They are neither friends nor business partners. Neither trusts the other, and they will either avoid each other or do everything they can to expose the other as a con artist or a thief. Ravnos *antitribu* make great advance scouts, however, for few princes will take the chance of enraging (and thereby ensuring a terrible retaliation from) the independent Ravnos by banning them from the city. Ravnos do not like to be alone in their packs. They usually try to make sure that they have at least one other Gypsy descendant in the group to defend them if something goes awry.

Disciplines: Animalism, Chimerstry, Fortitude

Advantage: The Ravnos *antitribu* function well in teams working as distracters while their packs commit crimes. They also are often overlooked and find ways to gain their freedom by seeming harmless.

Disadvantage: Unfortunately, most know the truth. Ravnos *antitribu* are far from harmless. They are crafty and devious, and the Sabbat needs them that way. They are usually fairly low on Status and high on Derangements.

Preferred Paths: Path of Harmony, Path of Cathari

Organization: This clan prefers to travel in groups, even if the entire pack is not Ravnos. They do not gather officially except for the Carnival which occurs once every 10 years. They meet if there is a clan-oriented threat and offer their highest honor to each other when they meet by chance.

Quote: *I have just the game for you. It's called Tarot Jack. Ever had a Tarot reading? Ever played Black Jack? This is a combination of the two. The first card is what you bet your money on, and the second one tells your fortune. Just put your money on the table and — Hey, is that guy holding a gun? Oh sorry, guess not. Well now as I was saying... What do you mean, where's your money?*

Haven: Communal

Serpents of the Light

Serpents of the Light are not the Sabbat version of Setites. The Serpents are former Setites that joined up with the Sabbat in Haiti in the 1960s when the sect became involved with a voodoo cult that worshipped vampires. To this day, the Serpents will aid or show their allegiance in any way necessary to the human members of the cult they themselves were once a part of. This clan is extremely small, and its members are rare.

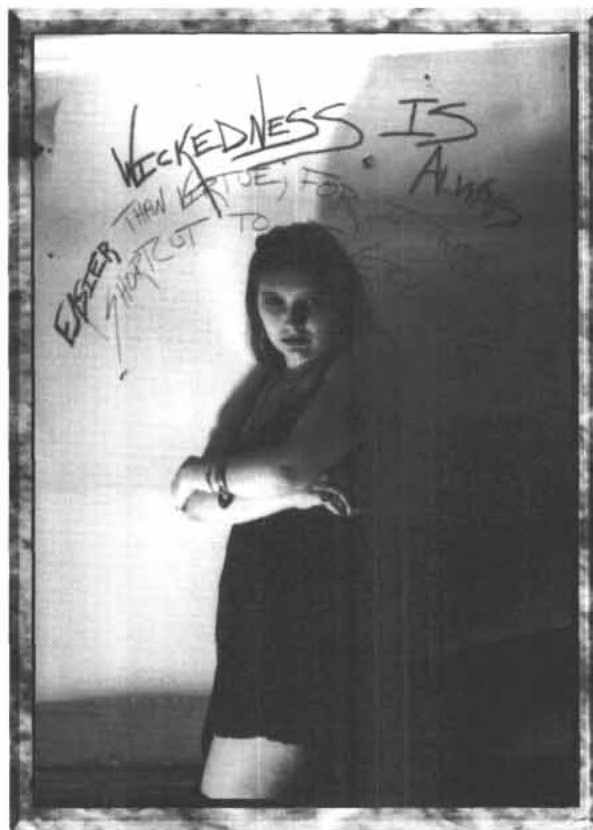
Serpents of the Light naturally excel in areas of espionage and sabotage. They prefer to work behind the scenes, allowing others to run the show while they successfully annihilate the Camarilla as subtly as they can. They want to increase their numbers within the sect, but they are usually too busy dealing with those who can get them what they need to complete the prince's blackmail package or the computer chip that will transmit a virus to the Ventrue and Giovanni computer link. A few members of this clan belong to the Black Hand. No Serpent of the Light will wear anything Egyptian or indicative of Set. They consider Setites their mortal enemies and work as hard to destroy them as they do the Camarilla. All progeny chosen are highly intelligent and often possess technical or military knowledge before their Embrace.

Disciplines: Obfuscate, Presence, Serpents

Advantage: These vampires are very subtle and cunning. They enjoy a certain amount of Status within their packs because they are usually so effective.

Disadvantage: They are extremely sensitive to light. They are down one Physical Trait when in the presence of light any brighter than a three-quarters moon or a 100 watt light bulb.

Preferred Paths: Path of Caine, Path of Cathari, Path of Death and the Soul



Organization: The Serpents of the Light have no formal organization within their clan, but they keep in touch for business and favor purposes.

Quote: Jeezus *?#!ing Christ, it's bright in here! Turn off four of those lights, and I'll show you what I got.



Toreador Antitribu

The *antitribu* of Clan Toreador are some of the sickest and most perverse of the Sabbat. They explore art in a way that is not remotely human. They are interested in humanity, but primarily the darkness that can be found within. Masters of persuasion and denial, they can find what a mortal or Camarilla vampire has denied about himself and demonstrate or teach through their art that the recognition and embrace of one's own darkness is part of the way to salvation.

Within the sect, they are not Status-oriented, preferring to study and pursue their art forms regardless of audience response. They become, over time, very introspective, and many are introverts socially as well. They are after the truth of darkness, humanity and art, and devil take those who cannot see the light. They take offense if treated with the snotty disdain of their former clan, never ceasing to remind those that mock them that they are warriors in their own right. Toreador *antitribu* are quite fearless and do not shirk or fear a good fight. They are also quite easily distracted. Like their Camarilla cousins, they may become caught up in something that pertains immediately to their art and lose track of other goals to pursue it. They believe in pushing art past the points of human limitation, and this often leads them into some very bizarre practices (blood sculpting, torture massage and

such). They know for a fact that they are the true artists in this world and all other Toreador are fooling themselves. The attempt at retaining humanity is a lame mask of fear, and fear is for the weak. Vampires are no longer human, and those who continue to deny themselves the full potential of their existence will never attain the achievement of true art.

Disciplines: Auspex, Celerity, Presence

Advantage: This clan is widely liked within the Sabbat. No one really feels them a threat, and they have proven themselves worthy over and over again.

Disadvantage: They are easily distracted. They are not as reliable as their leaders would wish, and they tend to wander off.

Preferred Paths: Path of Cathari, Path of Death and the Soul

Organization: The Toreador of the Sabbat hold an annual event each year on the Winter Solstice called the Ball. They primarily operate individually unless they can agree on artistic theories and projects, in which case they will work artistically as groups. They function well within a pack because they enjoy observing others and using those less enlightened than themselves as proof of their artistic prowess.

Quote: *I can see that you have glimpsed it within yourself. Don't be afraid. The violence can belong to you if you know where it comes from. Look at your darkness and encourage it. The more you repress it, the more pathetic you will become. You have touched it. You know what it is. Either you will give in to your fear and the lies you've been told, or you will rise to the truth.*

Haven: Communal or someplace private among mortals.

Tremere Antitribu

Though the Tremere antitribu are the smallest clan within the Sabbat, their presence is known and respected. Due to their former clan's conflicts with the Tzimisce, no Tremere antitribu will ever be allowed to rise in rank past pack leader. Since the Tremere are more interested in magical power than political power, this usually turns out for the best. Tremere antitribu are magic-users with an edge. They no longer possess kindness, and mercy is truly rare. Keenly intelligent, they use their strengths to support the sect rather than destroy it. They know that the Sabbat was their vehicle to break from the ruling powers in Vienna, and they are grateful that they may trade spells freely instead of being forced to keep them secret. They will not teach Thaumaturgy to just anyone, but they will exchange information more or less willingly among themselves.

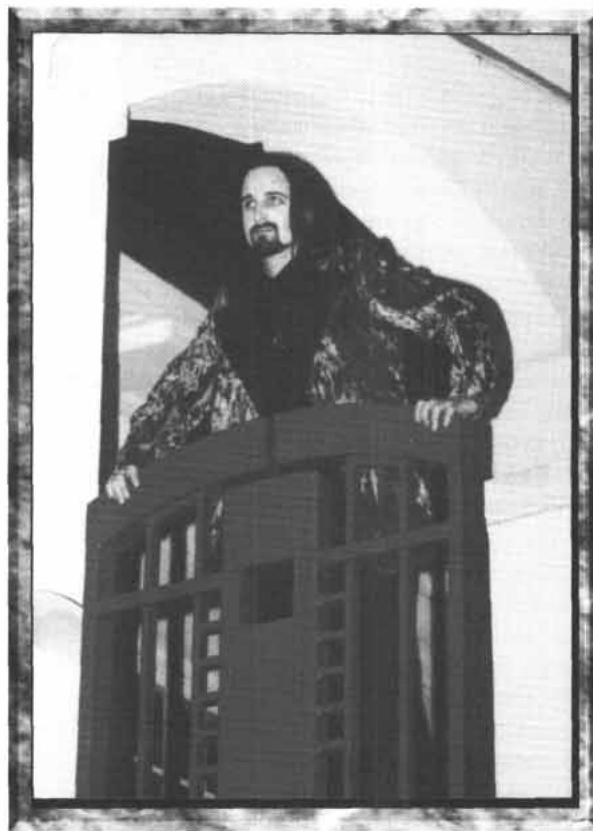
The Tremere antitribu are often wily and conniving, though the older ones may seem a bit doddering to those who have never seen them angry. Many of them possess the Derangement Obsessed and apply it to their magical study. None of the Tremere antitribu are nomadic. They all place a certain value on study and magical practice, and wanderlust does not suit their purposes well. They often serve as advisors to ranking leaders and are well aware that their gifts are best saved for Jyhad with their Camarilla siblings. Every Tremere in the Sabbat hates the Camarilla Tremere with a violent passion, some even becoming upset at simply hearing them mentioned. Their former clan's destruction is one of their ultimate goals; they rejoice if a chantry is burned or destroyed.

Sabbat Tremere focus many hours on developing new Paths and rituals. Storytellers should not feel bound to the rituals included in either **The Masquerade, Second Edition** or this book if the players wish to create their own and the story will not suffer as a result. The way for Tremere antitribu to gain Status within their clan is to destroy the Camarilla Tremere and to create new magic.

Disciplines: Auspex, Dominate, Thaumaturgy

Advantage: This clan's advantage lies in the respect they receive as their price for not being leaders. Their advice is usually heeded and asked for again.

Disadvantage: Tremere antitribu are immediately recognizable by their Camarilla counterparts because of a magical curse that takes the form of a glowing brand on their foreheads. All Camarilla Tremere can see this without any sort of test. It is suggested that the Storyteller give a small sealed envelope to the Camarilla Tremere at the beginning of the night and invite them to open it when they meet a certain (or a group of certain) individual(s). Inside will be the description of the glowing brand.



Also, because of the Tremere-Tzimisce historical rivalry, any Tremere antitribu caught manipulating others for her own purposes is put to death.

Preferred Paths: Path of Death and the Soul, Path of Honorable Accord, Path of Caine

Organization: The Sabbat Tremere place an extreme focus on loyalty amongst their clan. Authority within the clan is to be respected and obeyed. Once every seven years a gathering is called. This is referred to as the Synod.

Quote: *I will be present, I will be prepared. If we are going to successfully destroy the chantry, though, I will need the cooperation of everyone during the ritual as well as a couple of little things I haven't yet acquired. Perhaps you can help me locate them?*

Haven: Within Sabbat temples are rooms designated for Tremere to work and study. Each has her own sanctuary. This is a private haven within a communal environment.



Ventrué *Antitribu*

Ventrué *antitribu* have been set free from the expectations and standards of their former clan. Though they are still wheelers and dealers in a business sense of the word and instinctively know how to invest wisely, they prefer to rebel against their former clan in every way they know how. They try to make a new name, a warrior's name for the Ventrué of the Sabbat, and they avoid their old stereotype as much as they can.

Ventrué *antitribu* are the prime supporters of the Loyalist movement within the Sabbat and view themselves as the quintessential rebels. Even more than the Brujah, this clan fights its former image in every way it can. Their image may not be as outlandish as the Brujah, but leather and chains feel extremely risqué to the *antitribu* of the Ventrué who are more accustomed to suits and ties.

The main goals of the Sabbat Ventrué are to unify as a clan and to exert themselves as individuals. They believe in freedom over all else, and they have proven their loyalty to the sect through their extreme, but not careless, use of freedom. They often acquire massive fortunes for themselves and fund the sect liberally. Their instincts for financial growth and economic security and control cannot be overcome. They are closet readers of the *Wall Street Journal* and *Financial Times*. They are also the sort that trip old ladies in the middle of Fifth Avenue traffic. Most of the Sabbat do not perceive them as twisted or bizarre in nature because they are generally well-grounded vampires, if a little over-zealous in their political views. Politics and money — you can take the Ventrué out of the business, but you can't take the business out of the Ventrué.

Disciplines: Auspex, Dominate, Fortitude

Advantage: The Ventrué *antitribu* are almost all involved with the Loyalist movement which preaches individual freedom over all else, except sect loyalty. The way to be loyal to the sect is to do whatever the hell you want. These vampires tend to disobey orders more than other clans and challenge ideas and tactics.

Disadvantage: Sabbat Ventrué have the same weakness as their former clan. They are very picky eaters. Only one kind of blood will do. Everything else is just, well... just not up to their individual needs.

Preferred Paths: Path of Honorable Accord, Path of Cathari



Organization: Once every 10 years the Ventrué hold a meeting where everything is discussed from sect politics to individual investments. They call this the Vestry, and everyone dresses up. On a day-to-day basis, too much clan communication would invade the freedom of other clan members, although a sect emergency is always acceptable as a reason to call.

Quote: *I've got ten thousand dollars in my pocket, Vinnie, and they've got your name on them. Now all I need are the goods we discussed last night. Either you have them or you don't, and please, have no doubts that this little girl body won't kick your ass and steal your goods if you don't come clean.*

Haven: Communal



Native Sabbat Clans

Lasombra

The Lasombra are the leaders of the Sabbat. They are openly aggressive and competitive. Almost all of the intrigue within the sect springs from the Lasombra. Perhaps it's because they did not have slavery in the Camarilla to teach them better. In any case, the Lasombra earned the respect of the other clans far back during the Anarch Revolt when they joined up with a band of Assamites and destroyed their own Antediluvian. This won them Status points which they still hold over the heads of the other clans in times of desperation and/or argument.

The primary loyalty of the Lasombra is to the sect. They are good leaders and inspire those who follow them with loyalty and passion. They also avoid having other clans take over leadership positions. It is better to have a Lasombra in power, even if it can't be themselves. They are warriors who have an instinct for treachery. The

Sabbat Inquisition has interrogated many Lasombra leaders for suspected infernalism and accidental deaths of Tzimisce advisors. For the most part, they lead well, and their bravery in battle serves as an example to the others. They consider themselves the purest of the Sabbat and easily enrage at insult. Their instincts to control cannot be ignored, but they are not the sole motivations for the Lasombra.

There are a rare few Lasombra *antitribu* out there, but they mainly work toward their own ends and do not interfere with the Sabbat. The Lasombra within the sect, however, despise these traitors and actively seek them out to destroy them. Unlike other clans within the Sabbat, they will engage mortals to do their dirty work for them (although they are violently opposed to the ghoulish families), particularly those involved with the police forces and other political structures as well as the church. The Lasombra like the Sabbat just as it is and do not seek change because it might upset their monopoly on the sect's leadership. "To lead" is synonymous with "to live" for the Lasombra, and anyone who challenges them can expect a good fight against a dangerous and ambitious opponent.

Disciplines: Dominate, Obtenebration, Potence

Advantage: The Lasombra are greatly respected and lead most groups within the sect, with the exception of the Black Hand.

Disadvantage: They are invisible in mirrors and on film of any kind. In mortal society, this immediately identifies them as supernatural and makes them poor infiltrators into the Camarilla for similar reasons. It is not unheard of for a Camarilla vampire to not be seen in mirrors, but it is extremely rare, and she will surely be noticed for her odd habit.

Preferred Paths: Path of Power and the Inner Voice, Path of Honorable Accord

Organization: Clan Lasombra gathers frequently, grouping together in meetings called conventicles four times a year. They do not keep in touch on a day-to-day basis, although it is considered very rude and disrespectful to not come to the aid of one's clansfolk when requested.

Quote: *My loyalty is unquestionable. I have proven myself to be worthy enough to lead and therefore others follow. Do I take it from that glove on the floor that you are challenging me? Bad move.*

Haven: Communal





Tzimisce

Clan Tzimisce is renowned for its twisted practices and unshakable cruelty. They are not notable for their sense of humor, and anyone within the clan who possesses such is surely a rare exception. This clan is devoted to the cause of the Sabbat. They are scholars and warriors, preferring to hold themselves a bit aloof from their Lasombra leaders. None shirk from the duties of leadership, but they prefer to advise and exert their control by forcing the Lasombra to depend on them for information, guidance, weapons and whatever is necessary to ensure that the violent ones do not make fatal ego-oriented mistakes. The Tzimisce clan has one of their own behind five out of every six Lasombra leaders to ensure honest dealing and to be sure the figurehead takes the heat while the Tzimisce appears the rescuer.

The Tzimisce clan is the second most numerous clan in the Sabbat. Next to the Lasombra, they also hold the most status and power within the sect. The Tzimisce power the ideology and goals of the sect, allowing the Lasombra to see that they get observed and carried out. Tzimisce are passionate about the ideology of the sect and firm in punishing those who break the rules. They are just, but their sense of justice is considerably crueler than most.

During the forming of the Sabbat, the Tzimisce clan provided the ritual which is now referred to as the Vaulderie, as well as many of the other rituals among the *Auctoritas Ritae* and *Ignoblis Ritae*. The Tzimisce are the most common clan of priests, and many thoroughly enjoy this duty as counselor and moral backbone of the pack. Their twisted and bizarre natures are often hidden behind polite and calm demeanors with their true colors showing when asked questions about ideology and punishment. Most are fanatically loyal and possess Derangements as such. The Tzimisce hate their *antitribu* as much as the Lasombra despise theirs. They will stop at nothing to either convert them or kill them.

Subjects which tend to fascinate the Tzimisce are torture, ancient history and languages, the arts, architecture, Egyptology and ancient religions. They are avid pursuers of the occult, and some are doctors of both medicine and occult philosophy. Many dress in clothes far, far out of date.

Disciplines: Animalism, Auspex, Vicissitude

Advantage: The Tzimisce are among the oldest members of the Sabbat. They are respected and sought-after mentors. They retain close relationships with their progeny.



Disadvantage: The Discipline of Vicissitude is actually a disease which somehow warps the mind of the vampire using it very frequently. Each time the vampire uses the Discipline more than three times per night, they gain either a Path Trait or a Derangement, at the Storytellers discretion.

Preferred Paths: Path of Death and the Soul, Path of Caine, Path of Honorable Accord

Organization: Clan Tzimisce is a clan in which respect and conservatism are important. Their wickedness is balanced out by respect for elders and the subconscious need for Status to replace their desire for leadership. Tzimisce need to feel respected, and the clan will not award Status to the obnoxious, rebellious or foolish. Any Tzimisce caught disgracing or spreading rumors about the clan, bad-mouthing their clansfolk in front of non-Tzimisce vampires or speaking against the sect can expect to be punished severely when caught. The clan gathers on a different date each year around the beginning of autumn. They are a tightly-knit clan, and the clan leader, or Voivode, as she is known, must take care to make wise decisions that do not jeopardize the sect or clan power.

Quote: *Your decision, though wise, has overlooked one thing. May I...?*

Haven: Private, unless emergency with pack.







Chapter Eight: In Darkness Luminescent

*Once we have begun to walk our road,
we must walk it all the way.*

Or we are lost. And all may be lost.

— Neil Gaiman, *The Books of Magic*

Sabbat Disciplines

Dementation

Basic

Mind Tricks

This Discipline allows the Malkavian *antitribu* to induce minor hallucinations. The vampire casting this cannot control what the victim sees. She must find a Storyteller and engage in a Mental Challenge. If the Malkavian wins, the victim is affected in whatever way the Storyteller describes to him (fear, disorientation and temporary Trait loss are common). This is an excellent distraction technique. The Malkavian may not use this Discipline simultaneously with any physical action that would distract him from concentration on the target. In other words, this Discipline could be used while walking slowly toward the victim, but not while running furiously away from, actively fighting or throwing an object at the victim.

A Mental Challenge must be performed. If the character wishes to invoke this in a very sneaky way (since it is difficult to tell who the source is), the Storyteller may perform the test with the victim and simply inform the character of the results of the challenge. This Discipline cannot be consciously resisted; it either works or it doesn't.

Confusion

Confusion allows the vampire to affect anyone who is paying direct attention to him with complete befuddlement. He must engage in a Mental Challenge and win for this Discipline to function. It will completely bewilder the victim for five minutes, and the vampire may spend Mental Traits to increase the duration at the cost of one Mental Trait per additional five minutes. Three more Mental Traits spent would result in 20 minutes total of confusion for the victim. Victims will have trouble remembering their names, where they are and what they are doing. If they are attacked within the time they are confused, they will not have any problem defending themselves.

The vampire must win a Mental Challenge against the victim and spend Mental Traits if he wishes to lengthen the duration of the confusion.

Intermediate

Eyes of Chaos

This Discipline allows the character to perceive an individual's true Nature and/or any patterns of insanity inherent in her personality. Patterns of insanity would include Derangements, Beast or Path Traits and possibly Negative Traits if the character does not possess any of the aforementioned personality quirks or Traits.

This Discipline requires the character to win one Mental Test for each item he wishes to perceive. The first test might be for the victim's true Nature, the next for one Derangement or Beast Trait and so on.

Advanced

Total Insanity

Using Total Insanity, the vampire can afflict her victim with five Derangements for 10 minutes. The Storyteller determines the Derangements, not the vampire who is invoking the insanity. Any victim in this state may not initiate a Mental Challenge. The victim should be encouraged to play out the Derangements within the context of the story.

The Malkavian must win a Mental Challenge against the victim and spend one Willpower Trait for every 10 minutes of complete insanity she wishes to inflict on her victim.

Note: Malkavian *antitribu* keep this Discipline a closely guarded secret and have not been known to teach it to any outsiders.

Mytherceria

This Discipline can only be possessed by those of the Kiasyd bloodline.

Basic

Fey Sight

This Discipline allows the vampire to see changelings and wraiths for what they truly are with her normal vision. She may then speak with any creature she sees by winning or tying a Simple Test with that individual. For every test won or tied, she may speak with the wraith or changeling for five minutes. If the test is lost, she loses her vision of the other creature(s) for one minute.

Intermediate

Faerie Wards

Kiasyd can protect an area of 10 feet per Mental Trait spent with faerie glyphs. This causes anyone who enters the area to become extremely disoriented while within the area and for 10 minutes after he leaves the area. This is used more to prevent others from returning to the area of choice than as a practical joke. The Discipline affects all worlds, including the Umbra. Kiasyd may spend as many

Mental Traits as they wish to ward an area. Kiasyd may choose to spend three or more Mental Traits to ward a 10 foot area, even though only one Trait is required to ward the area successfully. This additional Trait expenditure will effectively boost the potency level of the glyph, and all those wishing to avoid the effects will have a higher difficulty level to challenge. Victims may engage in a Mental Challenge with a Storyteller or the Kiasyd to avoid the effects. They must bid the same number of Mental Traits the Kiasyd spent to ward the area.

Advanced

Stone Travel

Kiasyd have a natural affinity for earth and can identify all rocks and minerals without having to spend any Traits. Using this Discipline, the vampire can burrow a tunnel into the earth. He can be followed into this tunnel, but they tend to collapse. Kiasyd must spend one Physical Trait for every 20 feet they wish to burrow. This Discipline can be activated on dirt or natural stone only. It may not be used with asphalt, concrete, brick walls or walkways, or stone which has been tainted with synthetic substances such as non-clay or sand mortar.

Obtenebration

Basic

Shadow Play

This Discipline allows the vampire to blend in with shadows. If there is a real shadow, the vampire may stand in it with arms crossed for Obfuscate and remain unseen. Mental Challenges may be initiated by others to try to discern the vampire in hiding. A character who successfully wins the challenge and notices the vampire could not draw the conclusion that this was anything other than normal Obfuscate. This Discipline may not be used unless real shadows are present. Very dark rooms, closets, under tables if it is dimmer, etc. are also acceptable.

Shroud of Night

This second level Discipline allows the vampire to create an area of inky black matter. This will blind everyone regardless of Heightened Senses or Gleam of the Red Eyes. The darkness obscures light and sound, but does not eliminate sound. This will no doubt look unusual to those on the outside. It appears as a huge black blob and looks nothing like a natural shadow.

Shroud of Night costs the vampire one Blood Trait for every 10 feet she wishes the darkness to extend. A Storyteller should be present to explain the phenomena to all involved. It will not be traceable physically back to the vampire invoking it unless people notice her high concentration level.

Intermediate

Arms of the Abyss

With this Discipline, the Lasombra can force shadows within 15 feet of her person to attack a specific target. Use of this Discipline requires real shadows to be present and the victim must be able to see them (although the victim does not actually have to be looking at the shadows). If the character being attacked is blind, then a Storyteller may vouch for the existence of the shadow. Shadows may be used to hold, knock over, trip, grasp or block an opponent. The Lasombra may not engage in any other physical action while she is controlling the shadows.

This Discipline costs one Blood Trait per shadow the character wishes to use and requires a Physical Challenge (the shadow's Physical Traits, listed below, vs. the victim's Physical Traits). Once the attacker has spent the Blood Trait, the other characters will see the shadow form into a tendril and move about, seemingly of its own volition. The shadow tendrils cannot move around an area, they may only whip, slash and grab from their initial point of origin. They both inflict and take normal damage.

Each shadow possesses three Physical Traits. Please feel free to allow characters with this Discipline to choose their own adjectives, as long as they suit the shadow. The Lasombra has the option of spending additional Blood Traits to add additional Physical Traits to her shadow tendrils at a rate of one-for-one.

Advanced

Shadow Body

The vampire can turn her body into an oozing form of shadow. She is immune to physical harm except for sunlight or fire (which do one extra Health Level of damage in this form). She may not initiate any challenges or attack in any way. Shadow Body will allow the vampire to slip through cracks in walls and slither at walking speed along any surface.

This Discipline costs two Blood Traits, one to assume the shadow form and one to return to normal form. It takes one full minute to change forms.

Spiritus

This Discipline was taught to the Ahrimanes by Native American shamans. No one else has ever been known to possess it.

Basic

Speak With Spirit

This Discipline allows the Ahrimanes to speak to nearby wraiths without any Trait expenditure. The communication is purely telepathic and cannot be overheard by those with Heightened Senses. The Ahrimane cannot, however, see the spirits. She can smell them. A wraith

must win a Simple Test to see if he can return the Ahrimane's communication. He should also describe to her what animal he would most smell like.

Intermediate

Aspect of the Beast

By spending one Blood Trait, the Ahrimane can access either Alacrity (Celerity), Vigor (Potence) or Wolf Claws (Protean). She may not use more than one of these Disciplines at a time, and any costs to activate the Discipline still apply. This Discipline is the direct result of the Ahrimane's meditation and communication with animal spirits. She must, in addition to the blood expenditure, concentrate for a full minute before her requested Discipline will engage. This is the time when the Ahrimane is asking the spirit of the animal to help her. The spirit's aid will last for 20 minutes or one Physical Challenge, whichever passes first.

Advanced

The Wildebeest

Using this Discipline, the Ahrimane can attain a feral state in which she becomes slightly larger, more catlike in appearance and ready for vicious combat. She may not use any Social Traits except *Intimidating*. This Discipline results from the Ahrimane's communion with spirits of wild animals and being in close enough contact with them to allow them to lend their strengths to her body. It takes one full minute of uninterrupted concentration to evoke this state. She gains the following Physical Traits: *Ferocious*, *Graceful*, *Lithe*, *Athletic*, *Dexterous* and *Tireless*. The player should be sure to describe the physical change in the appearance of her character to those around her.

Thaumaturgy

Antitribu vampires with this Discipline probably know some of the traditional rituals and Paths associated with their Camarilla cousins. Here are the Paths and rituals that belong solely to the Sabbat. Other Tremere may have heard of these rituals and Paths, but it is unlikely that they possess them since the Sabbat Tremere are quite protective of their secrets and advantages.

Paths:

Gift of Morpheus

This path allows the Thaumaturgist control of others' sleep and dreams.

Basic

Cause Sleep

By winning a Mental Challenge with the victim, the Thaumaturgist may induce a very sleepy state. The victim will not fall over and snore on the floor, but they will, over a period of five minutes, fall gradually asleep. Any loud

noise or physical contact will wake the victim. While this was intended for use against mortals, the character can spend a Willpower Trait and to affect a vampire (a Mental Challenge must still be won).

Mass Slumber

The Thaumaturgist may, by spending a Willpower Trait, cause a group of mortals to fall asleep. Mortals can spend a Willpower Trait and test against the Thaumaturgist in a Mental Challenge. If there are ghouls or Garou present in the "mortal" crowd, the Thaumaturgist must engage in individual Mental Challenges with each non-mortal. This ritual is best invoked in the presence of a Storyteller.

Intermediate

Enchanted Slumber

This allows the Thaumaturgist to cause a creature to fall into a sleep from which she cannot be wakened until a specific event occurs (like a kiss from Prince Charming). These tasks should be achievable, though not necessarily easy. This is very effective when used on a Narrator character. If used on a character who is not the antagonist, the caster should remember that if the conditions are not able to be met in game, they could cause another player to be effectively cut out of the game for the duration of the evening (at least). Storytellers may disallow the setting of impossible conditions such as "She may not awaken until her body is physically transported to the planet Mars." The target will rouse if her life is threatened, although she will be down two Traits in all areas. A Willpower Trait must be spent and a Mental Challenge must be won to invoke this sleep.

Advanced

Dream Mastery

The Thaumaturgist may enter the mind of a specific sleeper and induce nightmares or use Disciplines such as Presence, Dominate or Auspex if she possesses them herself. The Thaumaturgist effectively gains control over the sleeper's dreams and can do as she wishes. Any Discipline used on the sleeper must incorporate the usual number of challenges and other Blood and Willpower expenditures. This requires the Thaumaturgist to win a Mental Challenge and spend one Mental Trait. The sleeper may take normal action in her dream.

Rituals

Rituals are magical systems of action that require specific ingredients, incantations, blood and time. They are also very draining to the Thaumaturgist's will. They are neither easily mastered nor easily taught, and many guard their secrets jealously.

While the Camarilla Tremere have many rituals, the Tremere *antitribu* have developed many of their own.

Basic

Blood Rush

Blood Rush allows the Thaumaturgist to create the sensation of drinking blood in himself. With his eyes closed, he must spin three times to the left and chant the secret phrase three times in his mind. If the player does not enact this ritual, the character will not feel its effects. It may be used to prevent a blood frenzy by making the Thaumaturgist feel as though he has just fed. It will create a sensation of more than about two Blood Traits being consumed, although no actual Blood Traits will be gained. One Physical Trait must be spent to enact this ritual.

Domino of Life

This allows the Thaumaturgist to invoke one aspect of human life for the duration of the night. She may eat, drink, raise her body temperature, simulate a heartbeat or anything else she desires. Only one aspect may be invoked at a time. This will not change her aura in any way. This ritual costs one Physical Trait (and the winning of a Static Physical Challenge, 2 Trait difficulty, and may only occur directly after the consumption of two traits of mortal blood.

Rotten-wood

This ritual must be performed upon the vampire's waking and lasts for one night. She must chew through a one inch thick piece of wood without using her strength to break it. After this, all she must do is speak aloud the ritual word and any wood she touches will crumble to dust. This will work on anything from an enormous antique table to a stake. The Thaumaturgist must win a Static Mental Challenge against anything she wishes to disintegrate during the course of the night.

Intermediate

Fire In the Blood

This ritual causes the victim to suffer one aggravated wound every time she engages in a Physical Challenge. It requires physical contact between the caster and victim (a Physical Challenge) and may be performed as a separate challenge during combat or in advance. The caster must also speak a word of command out loud, such as "Burn" or "Boil." In a non-combat situation, this word, though it must be audible, may be delivered quite subtly. When activated during combat, the ritual is an obvious attack, and the victim will be aware of what the Thaumaturgist is doing to her. In either case, the caster must win a second challenge against the victim in order for the ritual to be effective (the caster's Mental Traits vs. the victim's Physical Traits).

The victim will experience extreme pain from the heat of the blood in her body whenever she is active in a Physical Challenge for the duration of the night. If this is performed in advance with the physical contact being, for example, a handshake, the Storyteller may wish to give the victim an envelope to open when she engages in her



first Physical Challenge (not including the one with the caster) which explains the effects of this ritual without directly revealing its source.

Iron Mind

This ritual, performed when the vampire wakes, will render the caster almost entirely invulnerable to Auspex for the duration of the night. A piece of iron must be worn on the caster's head, and she must spend one Willpower Trait to engage the ritual. She must also sit in uninterrupted meditation for 15 minutes before joining play. If another character wishes to perform a Mental Challenge to use any of the powers of the Auspex Discipline, she must spend a Willpower Trait to perform the challenge. If the challenger is willing to do this, and wins the challenge, the effects of Auspex will continue as usual.

Recure of the Homeland

This enables the Thaumaturgist to heal any aggravated wounds she may have. The ritual requires dirt from the homeland of the vampire, which must be rubbed on the wound while the vampire sits in meditation for 10 minutes. The meditation must not be interrupted, although it could feasibly happen in a communal haven with others present. One handful of dirt heals one aggravated wound. At most, the user may only hold two handfuls of dirt, and the ritual may only be enacted once per night. It requires a Static Mental Challenge.

Advanced

Chill of the Windsaber

This very potent ritual costs two Willpower Traits and a Mental Challenge against the target. The Thaumaturgist must prepare it in one hour of solitary uninterrupted ritual (the player must remain alone, out of game). This ritual allows the Thaumaturgist to decapitate a victim with sheer telekinetic force. She must create a voodoo doll of the intended victim using some piece of the victim's clothing, hair, flesh or blood (a card representing the item or a Blood Trait from the target character must be shown to a Storyteller before the challenge can occur). The Thaumaturgist must then chant over the doll and tuck it safely away with a small piece of glass. To activate the ritual, the Thaumaturgist must be within 50 feet of the individual and snap the piece of glass in half. She must also point her finger at the target and engage in a Mental Challenge. If the caster wins, the victim's head is chopped off by the force of the Thaumaturgist's ritual. There is no warning for this very advanced and rare ritual unless the character targeted manages to find out what is going on and put a stop to it before the ritual can be enacted. Storytellers should disallow this ritual if it unbalances their game.



Invisible Chains Of Binding

This ritual allows the Thaumaturgist to render another creature immobile by summoning a supernatural force. The victim is actually chained with invisible chains and ties which force her to remain where she is. The Thaumaturgist may chain up to four people with this ritual, but must spend one Willpower Trait for each. The caster must make bold hand gestures like tying and be sure the victim(s) sees her. The Thaumaturgist must be able to see those she is trying to bind. If the victim wishes, he may spend a Willpower Trait to resist, then a Challenge must occur using the Thaumaturgist's Mental Traits against the victim's Physical Traits. A Storyteller or the caster should inform any victim of Invisible Chains of Binding of his option to spend a Willpower Trait to initiate a Physical Challenge. Most players will be unaware of this option.

Thirst Unquenchable

The Thaumaturgist creates within another vampire the sensation of the Hunger for the remainder of the evening. No matter how much the victim feeds, he will remain starving. The Thaumaturgist must stand in the presence of the victim for five minutes and sprinkle salt around her in a circle. The prolonged effects of this ritual almost always induce frenzy.

Vicissitude

Basic

Changeling

This Discipline allows the vampire to alter her own appearance. The appearance may only change as much as the vampire's natural bone structure will allow. In other words, you may not go from being a five foot one overweight, bald man to a six foot skinny person. You may look completely different, but your basic size and shape remain the same. It is advised to bring a few extra costume pieces with you, so that people in your pack will know not to recognize you when you are wearing the brown jacket or the fuzzy green hat.

This Discipline costs one Blood Point per use and takes five minutes. It is not a Discipline like Obfuscate that you can just pop in and out of. It requires time and concentration on the part of the vampire. You must change your number (if they are being used) to identify you as someone different when using this Discipline.

Fleshcraft

Fleshcraft allows the character to alter the flesh of a creature other than himself. It is often used as a combat technique in inter-Sabbat arguments or to terrify and intimidate other opponents. The vampire must engage in

a Physical Challenge with an unwilling victim and win or tie a Simple Test with a willing one. The challenge's outcome determines whether or not the Tzimisce was able to lay his hands on the victim as well as invoke the Discipline. This Discipline will not function without physical contact as in laying on of hands.

If this Discipline is used to improve the appearance of another (the case of the Simple Test), one appropriate Social Trait is gained by the victim for as long as her appearance remains altered. Failure on the Simple Test means one Social Trait is lost by the victim.

This Discipline costs one Blood Trait each time it is used and takes at least 10 minutes uninterrupted time to perform (if altering an entire face).

Intermediate

Bonecraft

Bonecraft allows the character to alter the bone structure of his victim. Since its effects are particularly painful, the Sabbat find this technique most useful in torture situations. Storytellers may feel free to not allow the use of this Discipline in their games. With Bonecraft, the Tzimisce may increase or decrease the size of a bone, insert objects into bone (as long as the bone itself can be touched), carve bone with their bare hands or engage in similar practices. This Discipline is not useful in combat to aid the Tzimisce in breaking bones (that would involve the character's Physical Traits and Brawl Ability). However, it will allow them to bend bones once physical contact has been established with the victim (a Physical Challenge with strength-related traits). The effects of this Discipline are permanent unless altered by someone using the same Discipline.

Bonecraft costs one Blood Trait to use and requires a Physical Challenge (unwilling victim) or Simple Test (willing victim). If a character wishes to use Bonecraft on himself to enhance the effects of Changeling, he runs the risk of a pain frenzy. The alteration of an entire skeleton will take at least twenty minutes to perform, and the victim must either spend one Willpower Trait to avoid frenzying from pain or engage in a Static Physical Challenge.

Advanced

Horrid Form

With this Discipline, the user may assume the form of an enormous, disgusting monster. The body of the character is transformed into a seven to eight foot tall creature with blackish oily skin and other enchanting features like bony knobs protruding from the spine, a hideously deformed head and huge, claw-like, seven-fingered hands. The player also must find a way to alert other nearby players to his change. Raising your hands from your sides, fingers splayed and claw-like can be appropriate.

The user must spend two Blood Traits to activate Horrid Form. While in Horrid Form, no Social Traits may be used with the exception of *Intimidating*. The following Physical Traits are gained: *Brawny*, *Ferocious*, *Dexterous*, *Quick*, *Enduring* and *Stalwart*. All damage inflicted while in this form is aggravated.

A Word on Vicissitude

Vicissitude is not just a Discipline, it is a disease (and some say more than just a disease). Using this Discipline can be a tremendous strain on the mind of the vampire. If the Discipline is used more than three times per night, the user permanently gains one new Derangement or one Path Trait at the discretion of the Storyteller.

Sabbat Abilities

In addition to all of the Abilities listed in *The Masquerade: Second Edition*, Sabbat characters may also choose from among the following:

Black Hand Knowledge

You have access to much information about this secretive group within the Sabbat. You can find out about current members, rituals and philosophy as well as (perhaps) some plans. A Mental (or in some cases Social) Challenge will be in order to acquire information you do not already possess.

Blind Fighting

Many Sabbat games and Monomacy ritual fights require use of this ability. Blind fighting means you are practiced at fighting without the aid of your eyes. Many packs blindfold new initiates and teach them to fight that way. Your pack has trained you to use your instincts, hearing and innate hunter nature without relying on the use of your vision. You may use this Ability to retest whenever you are fighting in the dark or blindfolded. This Ability also enables the character to initiate challenges in the dark.

Camarilla Lore

This Ability allows a member of the Sabbat to acquire information about who's who in the Camarilla. It may only be possessed by converts, Nosferatu or Malkavian *antitribu*, infiltrators of any clan or those with a really good reason to have it. A Mental Challenge will be required for the character to attempt to gain new knowledge.

Fire Walking

You may enter a trance-like state which relieves you from Röttschreck and allows you to cross burning coals during some Sabbat rituals. You do not get nervous around fire if you can sit apart and meditate for five minutes before encountering the flames. You may use this Ability to retest



any Röttschreck tests regarding fire. If you are able to meditate, you may use this Ability without a test to resist fear during rituals.

Fortune Telling

You may or may not have the psychic chutzpah to really do this, but with a Social Challenge, you can make people believe you do. This Ability allows you to try your hand at any common fortune telling art such as palmistry, tea leaves, Tarot cards, the I Ching, dice or rune-casting. You may engage in a Social Challenge to convince your client that you are telling the truth or are a real psychic.

History

You know your history. You can acquire information on just about any period if it's not already in your head. The Sabbat has taught you much through its rituals and Path teachings. You may have had no interest in history in your mortal life, but now you find it fascinating. This Ability will allow you to research history quickly and efficiently. It is possessed by many Sabbat because of their education within the sect and strict indoctrination. A Mental Challenge is required to use this Ability.

Panhandling

You beg with skill and ease. People just end up giving you money. You may engage in a Social Challenge at any time to encourage passers-by to share the wealth. Your Demeanor may vary from a crying child to an aggressive old drunk.

Ritual Knowledge

Because the Sabbat translates so many of its practices into ritual form, most members can figure out how to make a ritual to accomplish a given objective. This Ability allows the Sabbat member to create, construct and enact a ritual for common practice. This does not include Thaumaturgy, but might include a hex or a curse that could rob the target temporarily of one to three Traits. Specific ritual requirements, like how many Traits the pack must spend to extract Traits from their target, etc. are up to the discretion of the Storyteller. This Ability will also allow the vampire to recognize that a ritual is in use should she witness it. Unless the vampire is a Thaumaturgist and has witnessed or studied the ritual before, she will not be able to identify the exact ritual.

Sabbat Lore

You are privy to much information, including the activities of the sect in cities other than your own. You know many rituals and enjoy gathering as much knowledge as you can about different goings on within the sect. A Mental Challenge is required to gather knowledge you don't already have.

Sewer Lore

You know the sewers of your city like the back of your hand. The more abilities you possess in Sewer Lore, the better you know the happenings in the passages, the escape routes of other vampires, etc. You must engage in a Mental Challenge to use this Ability.

Snake Charming

You can mesmerize snakes and enjoy handling them. This Ability will allow you to retake a Social Challenge when you are sure you are engaged with a Setite or Serpent of the Light. It will also allow you to charm snakes for show or for certain Sabbat rituals.

Torture

You know how to inflict pain, and you are efficient at doing so. This Ability will allow you to retake any Physical Challenge when you are in a torture situation (i.e. when you are the torturer). Regular combat would not be an appropriate use for this Ability.

New Sabbat Derangements

Blood Addict

You are addicted to the blood of your pack. It gives you a physical and emotional high that can't be beat. For every period of six hours you go without consuming pack vitae, you lose one Physical Trait until you get your fix. When you wake, you are down one Physical Trait until you get pack blood.

Blood Taste

You hate the taste of blood. Your body craves it, but you think it tastes disgusting. You go out of your way to feed on drunks (the alcohol helps kill the taste), even going to the extreme of hanging out in mortal bars getting people drunk just to feed. You have tried everything to make it taste better, but nothing seems to help. The Vaulderie is torture; one person's blood is bad enough by itself, but the blood of a whole pack let out to go stale in the air like that is really vile, not to mention the aftertaste. You must win or tie a Static Test each time you participate in the Vaulderie to see if you spit out the blood. If you fail the test, you must burn a Willpower Trait if you wish to keep the noxious fluid in your mouth.

Confusion

When you emerged from the grave during your Creation Rites, you had no idea what was going on. You may have been nearly incapacitated by your intense confusion. Now your befuddlement lingers, and every time you see a Storyteller, or an individual you and she select, you



Derangements

Derangements are mental conditions that are always present in a character. They remain inert, yet always influence the character's thoughts and actions. If a Derangement is "triggered," the character will frenzy unless he spends a Willpower Trait to avoid doing so. If the character remains in the presence of the condition which triggers his Derangement, his Willpower Trait will wear off in about 10 minutes, and he will once again risk entering Frenzy.

become horribly confused about your Nature, identity and the current events. This lasts for three to five minutes. You and the Storyteller might also choose to randomly invoke your Derangement whenever you hear a prespecified word. If you want your Derangement to be particularly serious, you might choose a word like "sect" or "feed." If you want it to strike you a little less often, you might choose a word or phrase like "business arrangement" if you are a Brujah or "this sucks" if you are a Lasombra.

Creation Memory

You are plagued by memories of your Creation Rites. High stress usually triggers the memories, especially violence. You may also choose a random factor and invoke the memories whenever you see a Storyteller or hear a specific word. Your thoughts will immediately go back to the time of your creation, and you feel a pressing need to share these memories with whomever you are with. This Derangement can be played as anything from a near frenzy to the burning desire to tell anecdotes. You are down one Mental Trait whenever you lapse into memory.

Handler

Weapons suck. Guns are for pansies. If you can't do it with your hands, you don't deserve to do it. You love your fangs and claws. It is your philosophy that vampires are a superior species and should use their Disciplines as their war tools. Guns are for the fearful, the weak, the cowardly. You refuse to hide behind any such machinations of technology. Force the bravery out of those you fight. Ropes, stakes and weapons of nature are acceptable in a pinch. Close-range weapons at least allow you to see the whites of their eyes before you decimate them.

Hang-over Helper

You like to kill, but not if it's really hard work. You prefer to feed on those weaker or more incapacitated than yourself. You especially enjoy preying on those who are in the throes of a bout with drunkenness or a drug-stimulated

state. You have cured many hang-overs by feeding fully on those who have been in need of a remedy. Death is a wonderful cure for a hang-over. And you feel so lovely afterward.

Ideology Fanatic

You believe in Sabbat ideology so much you are willing to do anything to spread the word. You believe in converting before killing, although those who are weak and stupid are not worth converting. You are driven to convert from within the ranks of the enemy and will sacrifice your unlife to do so. You want to infiltrate. You are convinced it is the way to win the Jyhad. Your personal mission is to win the Camarilla to the Sabbat willingly. You may engage in one retest per night when you fail your initial Static Test to resist frenzy from a Path Trait. You may only do this in the presence of one or more Camarilla members.

Mercenary

Killing is a gift. You are a great and powerful hunter and may, if you so choose, bestow the gift of death. It is not remotely worth your while if there is not an exchange, a gift for a gift. You happily kill for money, valuables or elder blood, but you refuse to bestow your gift without receiving one in exchange. The satisfaction of doing the sect or a friend a favor is not enough. You rarely kill those you feed from (a complete waste of time), and will not kill or feed





from animals unless they have something you need, like the furs, bones for some ritual you need performed or something else of value. You will not waste the gift of death unless you get something of value out of the arrangement.

Obsession

You are obsessed with someone in your pack. You have a Vinculum of 10 for her and can't shake the desire to be constantly in her business and affections. You try to suck up as much of her attention and blood as you can and prevent others from getting what you crave.

Pack Feeding

You believe you can no longer feed on mortals or other vampires other than your pack. You become ill when vitae other than theirs passes into your system. You have very high Vinculum ratings because all of your food comes from your pack. No one is sure if this is a psychological condition or a physical addiction. In any case, it is reality for you. This Derangement makes diablerie almost impossible. It is up to the Storyteller whether or not the character may spend Willpower Traits to attempt diablerie or to feed from another source.

Paranoid of Ancients

Everyone, everything that is not expressly Sabbat is a tool of the Antediluvians for your personal destruction. All of your loyal comrades are doomed along with you. You are suspicious and wary of anything outside the sect. You will not infiltrate the Camarilla for fear of being taken over subliminally by their ancient masters. You feel the need to purify those who have made contact outside the sect to be sure they have not been overcome by the influence of the Ancients themselves.

Passion Player

You loved religion in your mortal life, and now you understand the reality behind it. God created vampires to bring His children home to Heaven more quickly. Vampires are predators and are supposed to kill so as to end the sufferings of mortals. You belong to the ranks of the angels now. You are an angel of death, though your pack may view you as an angel of mercy. Your kills are quick and to the point. You feel a desire to kill all those you feed on so they may move on to Heaven as soon as they can. You love being a vampire, but regret that you will spend eternity as God's servant on Earth instead of as God's guest in Heaven. You strongly dislike torture and refuse to take part in it. Killing is your genetic duty, and you clearly see

that the Camarilla vampires are full of self-will to avoid killing, that they are disrespectful the wishes of their Creator. They hide behind the Masquerade even when they do kill, though it is God's will for them to reveal themselves as the angels of death that they are. Each time you kill, you make sure your victim knows exactly what you are first.

Path Lust

You are obsessed by your code of ethics. You follow your Path to the letter and will not back down when some point regarding your Path philosophy is debated. Thanks to your overwhelming dedication to your Path, you enjoy the frenzy your Path Traits invoke. You may only engage in one Test per night to determine if you can control your frenzy.

Progenitor

Vampires are part of the ultimate scheme of things, and the Sabbat are the saviors of the race. You feel personally responsible for the procreation of your race. The world must be peopled with vampires, and the Sabbat (hopefully your pack) will sire them. You dream of breeding juice-bags for food and having a universe run by the superior species of the Sabbat. All vampires who are not Sabbat are among the weak and are nothing more than prey.

Promise

You force people to promise you things in order to help them learn to keep their word. Honor is the only thing that will strengthen the sect, and it is your personal quest to be sure the sect is strong. You run the risk of frenzy if you discover that someone has lied to you.

Ritual Freak

The more rituals your pack performs, the happier you are. You insist on Vaulderie at least twice a night, once at rising and once before sleep. You encourage others to participate in rituals before every anticipated combat and after every unanticipated one. You believe everyone who ventures into the realm of infiltration should be blessed by a Sabbat priest before they go and upon each return. All of the *Auctoritas Ritae* fascinate you and all of the *Ignoblis Ritae* celebrate you. You adore ritual use, and will use every opportunity to engage others in one.

Sect Fanatic

You love the Sabbat. You are as loyal as the night is long. The Sabbat made you what you are today, a powerful hunter long past your miserable life as a juice-bag and your pathetic former cares and worries. If it were not for your packmates or those who Embraced you, you would still be one of the small, weak and disgusting. The ideology of the sect enchants you. You believe every word without question and will do anything you have to do to see that the Sabbat is victorious in the coming Jyhad with the Ancients. Killing the infidels of the Camarilla is a pleasure and a treat. You congratulate your fellow Sabbat and offer them your support. You really enjoy the Vaulderie and become incensed when your packmates and others do not wish to engage in the ritual at least once per night. You are unquestionably loyal to the sect and despise those who put themselves before the good of the Sabbat. If it were not for the Sabbat, they would be lost. They should be more grateful. You are wary of those vampires, for their loyalty is questionable.

Strangler

You cannot bear the sight of blood. You shut your eyes during the Vaulderie and clean up as soon as possible afterwards. You walked out of *Reservoir Dogs* and refuse to go see any kind of slasher film. You enjoy killing but must find ways to do it without bloodshed. You love the taste of blood; you just can't take the visuals. You have to shut your eyes when you feed. If someone handed you a glass of blood outside of the Vaulderie, it would almost be too much for your stomach to handle.

Wrist-Slitter

You love to bleed. You encourage others to drink from you at every opportunity, and you are willing to do the same. You cannot live without that rush of your brothers' and sisters' blood into your veins. You can smell yourself on them, and it reminds you of your passion. Even when you aren't hungry, you have been known to find a member of your pack and just snatch their wrist, but you will not drain or harm them. You would just rather drink that delicious blood of bonding and truth than that of any mortal. You will, however, happily drain a mortal and then return to your pack to spread the wealth. The worst punishment you could think of would be being denied pack blood.



The Paths of Enlightenment

Vampires who possess humanity are constantly involved in the battle between their self-control and the Beast within. They do not want to frenzy and create havoc with their violent and potentially murderous ways. The Sabbat, however, enjoy the Beast within and are encouraged to frenzy more often than not. Without humanity, it would seem that they would all become crazed monsters and killing machines.

Each member of the Sabbat follows a Path of Enlightenment, however, which provides a code of ethics that prevent the vampire from constantly frenzying and establishes a sense of morality within a creature whose innate sense of right and wrong has long since perished. Path Traits assume the position of Beast Traits for Sabbat vampires by determining what kind of situation or circumstance will cause them to frenzy.

The Path of Caine

The Path of Caine was founded by Assamites, who based their beliefs on fragments of *The Book of Nod*. Followers of this Path concluded that the Camarilla is a tool of the Antediluvians to raise vampire childer in fear so the Ancients may prey upon them more easily when they awaken. Most followers of this Path are fairly reserved in character and knowledgeable in

demeanor. They study philosophy, ancient languages and other subjects that will guide them along the path of wisdom. Assamite *antitribu* remain the primary followers of this Path. Diablerie is practiced in order to grow closer to Caine. They seek knowledge of Caine and will pursue it at almost any cost, including their own unlives. They often desire hours alone to spend in meditation and actively fight against frenzy. They are generally respectful of their elders and aloof toward humans, believing that vampires were created by God and therefore should act according to their natures. Predators don't usually get chummy with their food.

Path Traits

Diabolist

Frenzy whenever you are prevented from committing diablerie. The victim must be present. If someone else is getting in your way, remove them. They are preventing you from becoming closer to Caine.

Abelite

Frenzy whenever two or more of your packmates have succumbed to the Beast. You believe frenzy is for the weak and uncontrolled, not you. Frenzy is the crime that caused Caine to murder Abel. Pack morale dropping so low makes you furious and forces you into unwilling frenzy.

Self-controlled

Frenzy whenever anyone accuses you of having frenzied. You possess far too much self-control and have never in your unlife stooped so low.



Separatist

Frenzy whenever you witness a vampire revealing himself to a mortal. Vampires are not meant to live alongside juice-bags. You are the superior species and should hold yourselves aloof.

Scholar

Frenzy whenever someone directly prevents you from acquiring knowledge of Caine. In other words, if a Nosferatu dangles a page of *The Book of Nod* in front of your face and refuses to let you see it, frenzy.

The Path of Cathari

Followers of this Path believe in the religious dualism of two creators: one good, who made the spiritual world, and the other an evil creator of the material world. As vampires, they are part of the material, or evil, world. They accept their inherent evil, seeking wealth and pleasure, avoiding Final Death, Embracing others without restraint and preying on mortals without qualms, because they also believe in reincarnation. They believe that slain mortals will return, as will slain vampires. They avoid Final Death because they believe they will return as mortals, without their powers and pleasures. They court temptation, succumbing to the Beast whenever they feel like it.

Path Traits

Pack Fiend

Follow another vampire into frenzy whenever possible. What could be more fun? You should probably attack his or her target, but the next closest person will do if the other is entirely out of reach or already decimated.

Creator

Frenzy whenever anyone in your pack hesitates to create new vampires. A victim of some sort must be present.

Final Death

Frenzy whenever directly threatened with Final Death. You believe in reincarnation, but you will return as a weakling mortal, not as a powerful immortal.

Materialist

Frenzy whenever someone damages your possessions. Catharists believe in living comfortably and making their eternal life as enjoyable as possible. Destruction of your property is a blatant insult to your person and your code of ethics. Defend your stuff!

Hedonist

Frenzy whenever you are restrained from seeking pleasure. This can include feeding, acquiring new property or engaging in activities you find enjoyable. You ought to enjoy your immortal gifts, and no one can prevent you from doing so.

The Path of Death and the Soul

This Path claims followers who neither fear Final Death nor seek it out. It is the oldest Path still practiced by the Sabbat today, having been founded as a Tzimisce death cult which transformed into a legitimate school of thought during the Age of Enlightenment. To this day, followers of this Path seek to study death in all its forms. They are fascinated by the occult and wish to discover all they can about its uses and theory. The heart of the body is considered to be the home of the soul by believers in this Path. Blood has a spiritual as well as a physical essence. Followers of the Path of Death and the Soul have no qualms about killing, especially if there is something to be learned from the subject. Their experiments and studies have been the subject of many rumors and horrific tales throughout the ages. They are known for performing rituals containing both human and vampiric sacrifices. Followers of this Path are generally dispassionate and courteous, eschewing frenzy and often preferring to be alone.

Path Traits

Excavator

Frenzy whenever anyone prevents you from occult discovery. They must either be withholding information they have told you they possess or have destroyed some puzzle-piece you desired.

Debater

Frenzy whenever anyone blows you off during a philosophical discussion. You are attempting to discern the keys to the universe, and all they can do is snidely say, "Uh-hunh, whatever."

Discoverer

Frenzy whenever you are prevented from killing for the sake of knowledge. You do not fear death; you wish to communicate with it. Allow no one to interfere with your experiments.

Passion

Frenzy whenever three or more of your packmates begin talking in raised tones at once. Battle-cries and the like can be excepted. You abhor the ruling of emotion over logic and refuse to tolerate it in those close to you. You must force them all to regain their composure, even if they are in little pieces by the time you do it!

Persona

Frenzy whenever you are accused of emotional behavior or cowardice with regard to death. You do not fear Final Death. You will prove it right now.



The Path of Harmony

The Path of Harmony is the most gentle of the Paths currently practiced by the Sabbat. Its principles involve finding a balance between one's vampiric nature and remaining humanity. All life is precious, and though vampires must prey upon humans to live, they are not to be wasted or treated as valueless. This is a Path which calls for its followers to have strong morals, humane ideals and emotional stability. In some ways it is akin to the Path of Golconda. Harmonists oppose the needless taking of life, though they have no qualms about the taking of blood. They are often highly attuned to nature and seem the least evil members of the Sabbat.

Path Traits

Protector

Frenzy whenever a mortal is needlessly killed by your pack. All life is to be respected, and if you kill all the mortal food, you also destroy yourselves.

Naturalist

Frenzy whenever your pack is responsible for needless destruction of the environment. Dumping cans of gasoline or motor oil into a body of water, burning a forest or nature preserve or the explosion of a building full of mortals are a few such events that set you off.

Drinker

Frenzy whenever your feeding is interrupted. It is the natural order of things for you to engage in this behavior. Someone or something is disrupting your contact with your harmonious inner nature. Get 'em!

Dedication

Frenzy whenever anyone for whom you have a Vinculum rating is destroyed. You abhor waste, and will risk your own life for those to whom you are Bonded.

Failure

Frenzy whenever you fail to achieve a goal. This goal can be as small as feeding before 10:00 p.m. or as large as capturing a renegade sect member. Any time you fail at something important to you, you are disrupting the natural order of things. You hate that!

The Path of Honorable Accord

Followers of the Path of Honorable Accord believe in honor as a path to inner discipline. In order for the sect to operate to its maximum potential, members of the sect must behave with honor and bravery. Devotees of this Path are fair when dealing with those they believe to be acting justly and courageously and harsh to those who are weak and cowardly. Personal honor requires followers of the Path to act generously, uphold the Sabbat and defend

it and their comrades with their lives, and observe the rites and rituals faithfully. They place the goals and well-being of the sect above their own.

Vampires who espouse this Path are honest and loyal. They refuse to betray another's trust and will punish anyone they catch disobeying a leader they believe to be trustworthy and loyal to the sect. They do not tolerate those who do not follow orders during times of Jyhad and enforce the Sabbat ideology through order as best they can at all times. They prefer Final Death to dishonor.

Path Traits

Ritualist

Frenzy whenever anyone refuses to participate in the Vaulderie or any other Sabbat ritual. They are obviously untrustworthy and disloyal to the sect. They are the unquestionable target of your wrath.

Deception

Frenzy whenever you discover a fellow Sabbat lying to you (or whenever you discover that one has done so in the past). You expect lies from the infidels, but one of your own? You must teach them to be honorable if it's the last thing you do!

Promise

Frenzy whenever anyone breaks a promise to you, regardless of sect or species. You value honor above all else, and violation of it makes you want to destroy.

Obedience

Frenzy whenever someone disobeys your leader or, if you are the leader, disobeys you. The Sabbat must act in accordance with itself in order to successfully win the Jyhad. Disorder is not to be tolerated.

Insult

Frenzy whenever you hear someone slight, insult or blatantly disrespect the Sabbat. This can include sect members. In order to be strong, you must all stand together. Those who tolerate insults or slights of any kind are cowards, unwilling to defend their honor. Your first target is the person responsible for the insult; your second target is the person who allowed it to be said!

The Path of Power and the Inner Voice

The original followers of this Path, devotees of Lord Marcus of the Lasombra, are among the strongest leaders the sect has ever seen. Current followers of this path are passionately devoted to the success of the sect — and of themselves. They reflect the sect's need for power as well as its desire to create a world free of the Antediluvian threat. Followers of this Path are driven by instinct and take their own advice over anyone else's. They treat their underlings fairly and have a healthy sense of competition



for positions of authority. Most believe they are the best leaders the sect has ever seen, even if they are not yet in a position of power. Devoted to ambition and strength, these vampires cannot bear humiliation and will not accept defeat. They will not back down in a fight if they believe they are right or physically stronger. Rarely do they offer anyone help without obtaining something in exchange, nor do they easily accept those whom they believe to be weaker or less capable than themselves in position of power. They obey others only if they deserve to be obeyed. If someone following this Path does find a leader other than themselves whom they can respect, their loyalty will be unfailing.

Path Traits

Underling

Frenzy whenever someone fails at a task you set them. To fail is to be weak, and only those who are strong will survive. You must punish those who are weak to teach them to be strong.

Humiliation

Frenzy whenever you lose face in front of a crowd. This can be either publicly or within your pack. The loss of a Status Trait will invoke this frenzy.

Follower

Frenzy whenever you are forced to follow someone you believe to be weak or unworthy. If you are a pack leader and a bishop you believe to be incompetent gives

you a direct task that you do not have a choice about obeying, the next person who even makes a suggestion about what you should do next deserves to suffer. You cannot take it out on your superior, but behind closed doors, look out!

Interruption

Frenzy whenever anyone interrupts your private contemplation. You are trying to listen to your Inner Voice, and they are disrupting you. This is one of the primary foundations of your ethical beliefs. Teach them not to interrupt you again!

Respect

Frenzy whenever you see a leader mistreating a successful underling. Those who complete their missions should be rewarded well. This Trait will also invoke frenzy if you see an underling disobey a leader whom you believe to be brave and worthy of her power. They must learn from the power of their superiors, not disrespect it.

Rules for Using Path Traits

The Sabbat are known to frenzy more than other vampires and have therefore learned more about how to ride the wave. Whenever a situation occurs where a Path Trait is invoked, the player must win or tie a Simple Test to see if she can resist tearing apart the individual or group in question. If the player loses, a second test may be





performed to determine whether or not the character has enough control over her frenzy to focus on destroying property instead of people. If the second test is won, the player may attack an object of her choice instead of a person, group, etc. If the initial test is lost and the second test is also lost, the character must frenzy on the offending target. All tests involved with Path Traits are optional (Sabbat vampires *can* frenzy if they want to). Sabbat vampires may use two Willpower Traits to resist frenzy.

Acquisition of Path Traits

Vampires may only acquire Path Traits which belong to the particular Path they follow. For example, someone following the Path of Power and the Inner Voice may not acquire any Traits from the Path of Cathari. Each Sabbat vampire older than one year possesses at least one Path Trait. Path Traits are acquired when Sabbat vampires fail to follow their Path. For example, if someone following the Path of Honorable Accord runs from a legitimate fight, she should receive a Path Trait. Path Traits are awarded by Narrators and Storytellers at their discretion. A character with five Path Traits can no longer control himself. His obsession with his Path drives him completely mad, and he can no longer distinguish between frenzy and normal conduct. The player must hand over the character to the Narrator or Storyteller.

A Roleplaying Hint

The more Path Traits your character has, the more she believes she is following her Path truthfully. The higher the number of Path Traits, the more righteous she thinks she becomes in accordance with the ethics of the Path.

Why the Sabbat Follow the Paths and How the Paths Affect Them

Sabbat vampires believe the Beast to be their rightful claim to superiority among the species. When a new and untried Sabbat vampire emerges from the grave, he is completely out of control. It takes a while to regain any semblance of one's sanity after the experience of the Creation Rites.

The teaching of the Paths by either a sire or pack priest allows the new vampire to gain control of his faculties, especially if he is recruited from the ranks of the mortals. Unless a Sabbat vampire sets out to intentionally reacquire his humanity and save his soul (which goes against everything the sect preaches), the Paths bring him out of his creation insanity and teach him to control his initial state of frenzy. Once a certain level of insanity has demented the human mind, elements of former normalcy can not truly be recovered. The Paths of Enlightenment are Sabbat substitutes for what the vampire lacks — humanity. The mind



never fully recovers from its initial shock and biological change; something deep within the vampire snaps during the Creation Rites and drives him inevitably toward a completely debilitating madness from which there is no escape. The Paths serve to protect the vampire's sanity by forcing his subconscious to ignore the madness in favor of a self-regulating code of behavior. No matter how much a creature believes he has perfected the Path on which he travels, however, the downward spiral into the madness tasted during the Creation Rites has begun, and there is no turning it back. Hence, the essence and irony of the Sabbat existence.

More information on the Paths of Enlightenment can be found in Chapter Four of the *Players Guide to the Sabbat*.

Status Traits

Status within the Sabbat is useful only within the sect, just as Camarilla Status is only useful within the Camarilla. Status has no function between sects because they despise each other so strongly that any Status the other would possess would have little or no effect on their antagonists.

The Traits themselves also differ, because what constitutes status within the Camarilla is quite different from what would describe status to a member of the Sabbat.

Sabbat Status Traits

Initiated, Proven, Battle-scarred, Loyal, Devoted, Blooded, Blessed, Enriched, Undeclared, Confirmed, Enlightened, Feared, Respected, Hunted, Ominous, Infamous.

When to Use Which Traits

Initiated

A Sabbat who has been a member of the sect long enough to acquire a Path. This Trait may be gained during the Initiation Rites if the situation is applicable.

Proven

A Sabbat who has been accepted as True Sabbat by her pack via some sort of trial.

Blooded

A Sabbat who has killed a member of the Camarilla. This Trait is not applicable to those recently converted who killed Camarilla members while being a member of that sect.

Battle-Scarred

A Sabbat who has participated in direct Jyhad and been wounded, but survived.

Undeclared

A Sabbat who has not been defeated in three or more battles. Note: The loss of any fight where Physical Traits have been bid, regardless of how many contests are lost or won in the process, will cause the bearer to lose this Trait. Those who have it are extremely respected.

Feared

A character may only acquire this Trait if someone has confessed he fears her, or there is a witness to more than one person distinctly getting out of the way when she approaches.

Loyal

A vampire who has Vinculum ratings of all five or more for her pack. This Trait does not disappear when the character engages in the Vaulderie with new or unfamiliar Sabbat.

Devoted

A vampire of pack priest or leader rank or above.

Respected

A vampire who has won the respect of packmates and others through non-physical means.

Blessed

A vampire who has been blessed by those of higher rank with the rank of bishop or higher.

Confirmed

This Trait is possessed by all pack priests.

Enriched

This Trait is possessed by any vampire who has committed diablerie.

Enlightened

A vampire holding the rank of archbishop or above only.

Ominous

A vampire who has a reputation for being very *Feared* and *Respected*. This Trait is often held by members the Black Hand. A prerequisite of at least three other Status Traits (including *Feared* and *Respected*) is required to be *Ominous*.

Hunted

This Trait is possessed by vampires who have survived at least one to four open hunts for their blood or head. Final Death was the objective of these hunts.

Infamous

This Trait can only be possessed by a vampire who has survived four or more open Blood Hunts, diablerized or killed two or more Camarilla elders or completed two or more otherwise highly respectable tasks by Sabbat standards.

Vampires under one year of age or who have not yet had the opportunity to choose a Path have no Status. Until a vampire has acquired the Status Trait *Initiated*, no other Status may be accrued.

Using Status Traits

Status Traits within the Sabbat have several different uses.



- You may bid an applicable Status Trait in place of a Social Trait in any Social Challenge against a fellow Sabbat member.

- You may bid a Status Trait to prevent someone from attacking you or to force them to back down. For example, Razor and Fury are engaging in a challenge. Fury says, "Razor, you wimpy little midget! You're going to help me kill that werewolf because I'm feeling mighty *Ferocious*, and I'll take your head off if I can't have his!" Razor, instead of responding to the challenge with a Physical Trait such as *Brawny*, might choose to calm Fury with his Status, saying, "Fury, I know how badly you want a werewolf skull for the haven mantel, but let's wait for a bigger one. I'm *Undefeated* in battle, and if you think I'm going to waste my time on some dog I've already intimidated once, you're crazy!" Now the packmates perform Rock-Paper-Scissors. Razor wins, and Fury goes off to bash werewolves without Razor's aid. If Fury had won, Razor would then have been forced to engage in a second challenge and use his Physical Traits or go with Fury. Both would have lost the original Trait bid, Razor's being Status and Fury's being Physical.

The Sabbat do not expend as much energy trying to impress each other as the Camarilla does. Therefore, it is easier to acquire Status and easier to lose it. You may ignore Status Traits if they are bid against you, but by doing so, you forfeit any use of your own for the remainder of the night. If you possess Status Traits and you have used them all in

challenges, you may not ignore the Status Traits of another until you regain your own. If you have no Status to begin with, happy hunting, but beware the wrath of those you annoy. In the Sabbat, it's likely you'll be seeing the sun rise.

Gaining and Losing Status

Status may be removed in several ways. One is a pack consensus. If a character reveals a pack secret, makes a big mistake that jeopardizes the pack or fraternizes with the enemy, along with being punished, the pack can decide to remove one or more Status Traits. You can not remove a Trait like *Blooded*. It is fact-based on a physical accomplishment, and you cannot remove past actions unless they occurred as a unit with the pack. You may remove a Status Trait like *Proven* without a thought because it is entirely based on pack respect and opinion.

Traits lost in this manner can only be regained through the means they were removed: pack consensus. Sabbat packs are usually very close-knit groups, and any Status removed in this way is a source of humiliation for the vampire in question. This Trait, when removed by the pack, is completely gone. You may not attempt to use it under any circumstances unless it is reawarded to you. Scratch it off your sheet.

Status Traits may also be removed by those with higher Status and rank. A bishop may remove Status Traits from someone of lower rank whom they deem disloyal or ineffec-



tive. The character with rank must defeat the other in a Social Challenge in order to permanently remove the Trait. If the high ranking challenger loses, she loses one extra Social Trait in addition to the one lost in the initial challenge. All Traits bid by all parties in the case of initial loss by the challenger are only lost for the remainder of the night. Those of higher rank who remove Status from other leaders, pack leaders, priests and the like, ought to be aware that the loyalty the pack has for the leader who lost the Trait could go two ways. It could cause the pack to realize that their leader is a loser, or it could cause them to mutiny against the individual of higher rank. The Sabbat respects proven power over proclaimed power, and those who flaunt titles without being able to back them up should beware.

Status Traits can be gained in ways similar to that in which they are lost: through pack consensus for doing something of value and as a reward from a higher-up. The addition or destruction of a Status Trait should be brought to the attention of a Storyteller as soon as possible without interrupting the flow of game play.

To award Status, at least five Status Traits must be possessed by the awarder. If it is by pack consensus, at least seven Status Traits must be possessed by the group. In order for rank to be issued during play, one Status Trait must be permanently spent by each member of the party responsible. For each two Traits spent, the newly elected character may gain one Status Trait totaling no more than three new Traits in addition to his current status.

Rank Issued	Number of Traits	
	Spent	Gained
Pack Leader/Priest	2	1
Templar/Paladin	2	1
Bishop	4	2
Black Hand	4	2
Archbishop	6	3

Ranks such as pack leader or priest may be endorsed by anyone with or without Status, but no Status will be gained by the honored party, nor will he receive any respect except from those who have sworn to obey him.

- In order to receive the rank of bishop, an archbishop must ritually dub you so, same as in the Catholic Church.
- In order to be accepted into the Black Hand, a group of Hand members (four or more) must deem you fit, often after a rugged initiation. They, in turn, must respond to their superiors.
- In order to receive the rank of archbishop, at least two other archbishops must ceremonially initiate you.

The above qualifications are outlined for the sake of knowing who can spend their Status Traits to enrich others with rank and station. Four non-Black Hand members can't just spend a Status Trait each and then say their pack leader is Black Hand. These are guidelines for Storytellers if a conflict should erupt.





Status Traits for Special Occasions (especially for Narrator characters)

Black Hand only

Enforced, Branded, Engaged

Inquisitors only

Supported, Protected, Sanctified

Prisci, Cardinals and others

Glorified, Gifted, Recognized (by the Regent),

Fortified

Storytelling for the Sabbat

Creating A Pack

Creating a successful Sabbat pack is no small effort. The Storyteller must take into consideration the role each member of the pack fills, balancing out the skills, Abilities and power within the group. It is of utmost importance that the Storyteller dedicate some serious time and thought to the Vinculum. This Blood Bond is what holds the sect together.

The best way to create a successful pack, however, is to do so in concert with your players. If you all sit down and brainstorm together, with you taking their suggestions and incorporating their desires into the game, it is easier for players to get a handle on their characters' lives. Of course, a few surprises should be worked in individually! Each pack within the Sabbat is unique and has its own set of habits and standards. Many packs are made with only one clan constituting the membership. Others are created by Sabbat leaders for a particular function. Vampires may be removed from the pack that sired them, tossed into the Vaulderie and have to form a pack with strangers for the purpose of some mission. Decide how the pack came together and discuss the pack's history.

Along with the pack history, you should give them some final touches. Does the pack have a secret password? Where and what is their communal haven? Who brought down the last Camarilla infidel? Is there anyone who only drinks from blondes? What is the current Test of Verification (The Test of Verification is an exchange of a few prescribed sentences that alert Sabbat to their sect fellows in a subtle and covert manner)? If you have time and want to really make your players love you, give them each their own information sheet about the pack including only that knowledge they would have depending on the amount of time they have been with the pack.



Decide what Paths they follow and try to balance out the power levels so that no one player will have an awesome character while the others must settle for spear-carrier roles. Their mortal Preludes will give you ideas for stories, as will the history you generated earlier. Now decide what makes the pack a good antagonist group and what sorts of antagonists they should encounter.

Once you have created a set of characters, you must give them a reason to be together. Vinculum works great, as do temporary packs formed for missions. There are a million reasons you can create; the important thing is to give the players more than an average answer. Maybe they all have Vinculum ratings of 9 or 10 for each other. Maybe their pack has just been run out of town and is being actively pursued. Whatever the situation, you need to give them something they can play and something that will require an immediate response. The players will have no down-time once they are in character. Everything will be happening right here and right now. You must give the characters goals and reasons for being who they are and where they are so that they can respond in character in believable ways and lose themselves in the story you've created for them.

Running an All-Sabbat Chronicle

Sabbat chronicles can be some of the most exciting roleplaying there is. There is sure to be lots of emotional involvement, passion, violence and excitement. The rules in this book are designed to encourage as much involve-

ment and commitment from the players as they can. There is no rule, though, that can inspire good roleplaying nearly as effectively as a clean, well-run, exciting story.

In designing a Sabbat chronicle, the first thing to decide on is the goal, or goals, of the characters. Create an antagonist to try to stop them from achieving their goal. Some excellent antagonists for Sabbat characters, other than the Camarilla or opposing members of their sect, are the revenants of Sabbat ghoul families, the Society of Leopold, the Arcianist Historical Society, the Setites, a mummy who believes a pack of Serpents of the Light are Setites, etc. Try to dig up something your players won't be expecting. On the same note, the classic battle between age-old enemies can be terrific fun if presented in a new and interesting way.

Designing goals can be tricky with the Sabbat because you need to give each character something personal to strive for that does not involve betraying those whom you profess alliance toward. Sabbat pack members are Blood Bound to each other, and betrayal is often a real kick in the teeth. Use your devices of destruction carefully in the Sabbat, or you could have players who end up frustrated and defeated at the end of the game, and that's not good.

Perhaps the most important goal is the pack goal. It is the Storyteller's responsibility to plant the seeds of pack reaction to this goal within the roots of each character. This doesn't have to be complicated, it just has to be done. The pack doesn't have to like the goal, but they must need to accomplish it.



A very exciting way to introduce either a pack goal or an antagonist (or both) is by using the Sabbat games. For example: The characters are out playing Cowboys and Indians when a mortal that got caught in the crossfire stands up and freezes the accidental attacker with a serpentine gaze. The face of the person exactly resembles the one on the Sabbat wanted list put out by Archbishop Linnas just tonight. The story proceeds from there.

Sabbat games can serve the Storyteller in many ways. They quickly get the characters into a team mind-set that is essential for the success of the game, they facilitate the introduction of the plot and/or antagonist, and they give an adrenaline jump-start to the players who are already anxious for action three hours before the game begins. There is one pitfall to opening a Sabbat chronicle with a Sabbat game: If your players aren't willing to really get into character and dig around for the part of them that remembers childhood, you could get stuck as a Storyteller with a big handful of player attitude. Character attitude is great; it's the player attitude you've got to watch out for.

Regardless of the way you begin, remember that you cannot count on the characters doing anything you plan or reacting in the way you hope or expect. So think of the way you want the story to go. Now vary it. How many other possibilities are there within this plot? Get your plot down to a maximum of three possible endings and remind yourself that this is only a game. You do this for fun. Are

you the only Storyteller for a 25-person game? Don't try to tough it out. Get help.

Storytelling the Sabbat is a bit more complex than a Camarilla game because of the ritual use involved. On the same note, characters are more likely to solve their problems by going to their pack leaders instead of coming out of character to find you. Having players who know the rules well cast in leadership roles can be very helpful. If you can find someone to play your antagonist Narrator characters instead of you, it is highly recommended. Not only will it help the players feel less of the division between the reality of being dressed-up "play" vampires and actually being the characters in the given situation, it will also be much less hectic for you and allow you to mediate conflicts more effectively. Be fair, go with the flow and have fun.

A Final Word to the Wise

Storytellers must keep in mind that the Sabbat is a very cruel and vicious lifestyle, and games must be watched for signs of character behavior becoming confused with or interfering with real player behavior. If a problem arises that is disturbing play, the Storyteller must take care of it. The Storyteller is given the authority by the players to control the game and everything within its confines, including calling the game, and eliminating player behavior (not character behavior) that gets a little out of hand. Don't put up with the obnoxious power-gamer who's just out to kill the other players; boot him out of the game.





Playing the Big Guys, Sabbat Narrator Characters

If you are playing an antagonist who happens to be a non-player character, it is likely you will be extremely powerful, extremely evil or both. In any case, it is your responsibility to work with the Storyteller to create a foe suitable for the chronicle or story. It is doubly important then for you to know the sect inside and out, since you are probably playing someone who comes as close to remembering the founding of the sect as anyone these days. It may be your ultimate end to be diablerized or shot to pieces, but while you are alive, it is vital that you have a character as fully fleshed-out as the others and not just view yourself as a one-dimensional villain.

One of the qualities that helps make antagonists more real is realizing that they, too, believe themselves to be heroes in pursuit of the right course of action. If you are

playing a priscus or a cardinal, you are epitomizing Sabbat power. Some characters may want your rank and power, others may hate you for having rank and power beyond what anyone in the sect should hold without a pack to share it with. Give your role as a Sabbat elder the respect and justice she deserves.

If you are the sole antagonist and the game perhaps revolves around your destruction, know this and then figure out what your role is going to entail. Brief moments of showing up, illustrating your awesome powers and then teleporting off to another realm can be very effective, but not if you are not sufficiently heinous to incite the players to hate you. People love a good villain, so spend the time to be sure you have the correct Traits, know how the rules work (other characters will surely be challenging you) and be prepared to have fun and die gloriously.



Appendix

The following is an errata sheet for **The Masquerade, Second Edition**. We would like to apologize for any inconvenience caused by the missing rules. Any further questions concerning Mind's Eye Theatre Products can be addressed to Ian Lemke c/o White Wolf, 780 Park North Blvd., Suite 100, Clarkston, GA 30021 or email at Pooka Ian@aol.com.

Derangements

All Kindred possess some sort of neurotic need or even psychosis that directs and guides their behavior. When you are under stress or find a situation offensive, a Derangement can "activate," controlling your actions. This curse is a form of frenzy. Activation of Derangements, in the form of frenzy, can also be provoked by other vampires who sense weakness in you.

Derangements are described by the situations that provoke their onset and by the behaviors that are exhibited when they are provoked. An activated Derangement always rules the mind of the character. Derangements are engaged only when a Narrator decrees or when provoked by another character who knows you possess the Derangement. The other player must name the correct Derangement, the circumstances must be appropriate (you must be under some stress related to your Derangement) and your opponent must win a Social Challenge. Derangement frenzies last varying amounts of time, but 10 minutes is standard. They always end as soon as the circumstances of their onset are eliminated.

Derangements are taken during character creation, but can also be gained at any time during a story. The most likely instance in which another Derangement is gained is if you are depleted of Blood Traits and enter frenzy in a desire for more; you bow to the Beast. Derangements may be "awarded" by a Narrator in response to inhuman actions inflicted upon or by you. When you suffer or commit evil acts, it always warps you. Derangements take this into account.

For a complete understanding of how frenzy operates, see Chapter Five. Defined below are some examples of Derangements:

- **Amnesia** — In highly traumatic situations, you sometimes forget who and even what you are. This typically occurs when you come face to face with your vampiric condition. You may simply forget the memory of a single situation, or you may forget everything about your identity, including your true nature. When events and situations that might remind you of your lost memories present themselves, those memories may return, sometimes doing so violently and sending you into a frenzy.

- **Crimson Rage** — You have a tremendous capacity for rage and violence. When you are provoked, angered, bullied or threatened, you sometimes erupt into a frenzied rage during which you passionately attack the one who offended you. This frenzy may end as quickly as it began, but often only after you have vanquished your foe or have yourself been defeated.



• **The Hunger** — You suffer from a constant lust for blood. You crave it even when your Blood Pool is not yet depleted. When exposed to blood, you do whatever is necessary to get it. You'll attack for it if need be and drink it in reward. When you do feed, you seek to drink all you can until the source is depleted.

• **Immortal Terror** — In the presence of sunlight and fire, you sometimes experience such extreme terror that you become completely unable to take any sort of action except to flee in fear. Even the sight of a lighter flame might instill you with a wave of fear. Your reaction is considered a frenzy, but it is a frenzy of fear rather than anger.

• **Intellectualization** — You have recoiled from the horror of your situation and protect yourself by feeling nothing. You insulate yourself in a world of logic and intellectual vigor where emotions have no place. By isolating your incompatible needs and thoughts into separate compartments, you avoid losing control. However, the pressure inevitably mounts, and the dam eventually bursts. If your passion and emotion are thrust upon you during a stressful situation, you may frenzy. This frenzy may last for some time depending on how long it's been since you last "let off steam" (talk to a Narrator).

• **Manic-depression** — You suffer mood swings that take you from euphoric bliss to utter despair. You begin each game in either a manic or a depressive phase (Storyteller's call, or flip a coin). In your manic phase, you are wildly happy and excited — to the point that anyone

or anything that tries to "bring you down" (i.e., make you listen to reason or frustrate you) may trigger a frenzy. You will readily spend Blood Traits for the most trivial of reasons. In your depressive phase, you act as per Undying Remorse. You may switch from manic to depressive at the whim of the Storyteller.

• **Multiple Personalities** — You possess a number of different personalities and may change Nature and De-meanor in times of great personal stress. Thus you behave in radically different ways at different times. Naturally this causes others to distrust and be wary of you. Your current personality persists until either you change personality again during a stressful situation or you expend Willpower to return to your "basic" personality.

• **Obsession** — When a new person enters your life, or you are faced with a dramatic situation, you can sometimes become obsessed with that person or some fetish associated with the situation. This obsession is some sort of perverse ambition toward which you direct all your energy. If you are directly thwarted in your obsession, you may enter into a frenzy.

• **Paranoia** — When you are threatened or stubbornly opposed by someone, you can become convinced that the person is after you and wants to get you. You become obsessed with those you believe to be your enemies and make all kinds of insane preparations to protect yourself. During bouts of this Derangement, you trust no one and hold even your closest friends under suspicion. If

you are pushed too far while in a paranoid state of mind, you may enter into a frenzy.

- **Perfection** — When nothing seems to be going right, you can become obsessed with perfection. Everything must be perfect, and you use all your energy to prevent anything from going wrong. All your attention is focused on keeping everything about you in perfect, unaltered condition. When things become hopelessly confused, fault-ridden or messy, you may enter into a frenzy.

- **Power Madness** — You can become so obsessed with control, power and dominance that you lose all control of yourself. When your ambitions are thwarted, you sometimes become enraged and attack those who oppose you. In general, you seek total and absolute control over everything and everyone around you.

- **Regression** — In times of stress, when much is being demanded of you, you can become childlike, retreating to a less mature aspect of yourself. At such times you find it difficult to do anything for yourself, and without the aid of others, you are quite helpless. If, after you have become childlike, you are physically threatened, you may enter into a frenzy.

- **Undying Remorse** — When reminded of some great evil or vile deed that you once committed, you sometimes enter into a state of such complete remorse and self-pity that you are incapable of taking any action except defending yourself. The pain can become so great that you enter into a frenzy.

- **Vengeful** — When you have been wronged in any way, you can become so obsessed with vengeance that you direct all your energy toward it. You will not rest until your foes have been punished for their sins. If you are thwarted in this goal, you may enter into a frenzy. Once activated, this obsession persists until vengeance has been won (or Willpower is spent).

Fair Escape

Fair Escape is a simple rule which allows a player to escape from a potentially deadly situation without actually vaulting over a table and charging head-long out of a room, possibly causing harm to herself or others. This rule also allows a player to avoid combat without going through cumbersome challenges to see if she can "get away."

Use of this rule allows a player to call "Fair Escape" any time a player sees another player approaching with whom she does not wish to interact. Once "Fair Escape" is called, the player may leave the area without any pursuit by those she wishes to avoid. There are several guidelines which must be followed when using this rule, however.

- The Fair Escape rule may not be used if the person approaching is nearby (within conversational distance). In such cases, a challenge must be made. Common sense must be used in places where there is a great deal of noise and conversational distance is reduced to a minimum, i.e. a nightclub.





- If someone calls, "Fair Escape," you may counter by calling, "Celerity" (or Rage) if you possess the appropriate Discipline. The person attempting to flee may then counter with Celerity. At this point, the players must determine who has the greatest amount of Celerity.

- Situations which involve an ambush (all exits are blocked, or the target is surrounded) may negate the use of Fair Escape. Again, common sense should be used.

- A character with Obfuscate (Unseen Presence) may employ Fair Escape at any time before a challenge has been initiated, unless it is countered by another with Auspex (Heightened Senses).

This rule is intended to quicken play, not obstruct it. Try to use common sense when employing Fair Escape.

Influences

There is no Military Influence, though Storytellers may feel free to include it in their own chronicles if they desire. We decided not to include it because it seemed unbalancing to game play.

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ANTAGONISTS

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